



Saddle up. 'Cause at dawn you ride the death pony. And it's gomma be pure neck-snapping, retina-tearing speed! You see, Solar Eclipse" boasts third generation 3D technology



Pick from a shiny collection of do-ft-yourself death tools. E-Z High Explosive Plasma Gans, convenient Thermal Tracking Missiles, handy Pulse Laser Connons. (Tool belt not included)



Choose codepit or chase plane view while soreaming thru 30 tecture-mapped worlds. Jagged astrood fields, flery planet surfaces, Java filled caverns, and other summy destinations.



Working around the clock, scientists in our speed lab achieved legier-realistic Full Motion Graphics. Our secret? Ass-kicking properlytory engage pack let appropriate with Fe's '72 Profit.

for the highest frame rate ever. That means tent-pitching Velocity for our latest space combat n' carnage convention. But hey, it's more than some cosmic Speed trip. Your mission's to battle a computer gone HAL-with all the high-tech weaponry your top gun Wet dream can handle. And where are you dancin' this metallic lambada? On the new Sega Saturn, of course. On yeah, you'll be smokin' mister. But don't bother cracking a window. It's 33-bits of SolaT



Meet Claudia Christian as the tough Major Kelf—She's numing an intergolactic gradge against you the size of Oranus 40 minutes of Full Motion Video let her hone her half-besting ways



windhurn out there.





# SPORTS SERIES







ALL 29 NBA TEAMS

NO-LOOK PASSES















S-ON-S ACTION

REBOUND DUNKS

NBA PLAYERS

PERSPECTIVES



## YOU'RE GO





True 360° movement in 3D.

30 gut-wrenching levels.

Robot enemies that learn your moves.

Descent is now on PlayStation.

And you're going down.











New special effects found only on PlayStation™. Plus, 5 new anarchy levels for link play.

## ING DOWN





"Practically the definition of cool!"
---Game Players

"Takes the Playstation to new heights."

"Brilliantly executed action in 3D"

Next Generation



18 robot enemies with advanced artificial intelligence that learn and react as you play. And the alternative rock of Type O Negative and "Ogre" of Skinny Puppy.



01855 Parallas Software, All rights reserved. Descent and the 380° logo are trademarks of interplay Productions, All rights reserved, Playstation and the Playstation logo are trademarks of Soft Computer Extertalment Inc. All rights reserved.



hat a month! Traditionally, t st few months of a year are

we've got more info and pics on U64 imes than ever. Being a huge Mario fan, all of these os have only made it that much harder for me to sleep ht! I want my Ultra 64 NOW! at that's not all! Did I me ion that we've got the

USIVE info on EA's new 32-orts games? NBA Live is looking pretty darn good. Well, that's it from the front line. Read up and enjoy!



Do you have any words of advice for Jeff, now that he's leaving us?



Try to keep warrs in cold weather (sniff). Wear your galeshes when it mins outside (sob). And., and say your... prayers at night... Wassath! Boo-hoot! Don't ga! Wassathth!!!



really stupid pictures of me making really stupid faces. And, best of ail, no more Boof They never got me into that dumb thing! See ya!



Patrick



Chris Welcome abcord, Jeffi I'm really glad that you're coming over to work with usi Remember to steer clear of Trent, though. He's been acting



indo weird lately! on the phone; Why, that's highway robbery! The price is too high... Yeah, yeah, I know it works, but... will you include the extras? FOR HOW NUCH MORE? Oh, airight, you gotta deal.



The way I see it, it Jeff goes, that must mean there's a new guy coming in. Hey, wait a minute... that means The Box! (In mani I can't wait! This is gome be furt!!

## B111

(on the phone) No, no, the final price is \$1000. No, you can't have a discount these things don't grow on trees, you know? OK, for \$500 more, you can have The Box and all the extras. Don't worry, I won't tell Jeff a thing! Goodbye, Trent.

## infetrack

Once again, we bring you the news. Not the olds, like other maps

Iniotrack ood news! The funny line is back. Now, if I can just find it...

We've got a new number one game! And so do you arcades 86

Yeah, they eat quarters... usually in groups of four!



The X-Files guvs were real, all this stuff would be in their files!

Peader's Metwork Stranger things have been written, but not since Biblical times! Back Falk

We say goodbye and then we play a strange little game.

They're the next big thing and now, you know all about 'em!

Japanese Previews We show the games from tomorrow in today's time zone!



Mario is back, and on the Ultra 64, no less! Look into the tuture! It starts on page 2811



house! Descent does that and more, on page 44.

## CTL

We want your money and we'll stop at nothing to get it! Nothing... you hear us?

## 6 1 1 1 6 2

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, GANE PLAYERS has gone online! Check out our web site, as well as our individual E-mail addresses over on

CHRIS: Chris Sinte@gn./magine-inc.com BILL: Bill Danahus@gn./magine-inc.com JEFF: Jeff Lundrigat@gn./magine-inc.com MIKE: MRc. Salman@gn./magine-inc.com PATRICK: Patrick Baggatta@gmimagine-inc.com





2001



#### game reviews

5

right here... waiting for you... with a big, sharp reviewer... (huh?)

BattleSport Captain Quazar Cutthroat Island Cyberspeed	69 64 72 57
Hi Octane In The Hunt	68
Johnny Bazookatone Jupiter Strike	10
Prinal Rage	
PTO 2 Revolution X	62
Solar Eclipse Thunder Strike 2	57 74
Viewpoint Wing Arms	72 55
Zero Divide	58

ewer (narr)
Ving Arm pg. 55
- Lie
2 T T T

68 62



.....

#### chest sheets

Here they are, tolkis! It's the GAME PLAYERS cheerleaders!!! Let's listen in, shall we? 'CHEAT, CHEAT, CHEAT... WINI, WINI, WINI!!!'

Bug:	TOO	Donkey Kon
Donkey Kong Country 2	90	Country 2 pg. 90
ESPE Extreme Games	103	
Even More Codes!	106	Total I
Killer Instinct	101	
Mortal Kombat 3	102	
Pebble Beach Golf Links	103	
Ridge Racer	103	2 6 85
Sega Championship Rally	$\overline{}$	
Warhawk		

ega Championship	Rally	9
arhawk		10
ipEout		10
-D Lenmings		10

## Sports reviews // All of these games needed an MMI after the hit!

AN of these games needed an MHI after the Inti

College Football
Rational
Championship II 80

Wha In The Zone 80
WHL Pace Off 81



CFNC II pg. 80

## back issues III

You send us money we've never seen before, and we send you books you have seen before. We like it this way, for some odd reason...









# IF YNII'RE A 3DO PLAYER, Y



Get ready to feast — with 10 tasty games from Interplay for your 3DO system. And as a special treat for a gaurmet like yau, we've put tagether a deliciaus Interplay 3DO Buffet. It's a scrumptiaus 7 game sampler that's perfect far grazing. Of cause, it will leave you craving more, so included in every sampler is a \$5.00 rebate certificate, good on the purchase of any Interplay 3DO game. The Interplay 3DO Buffet, Yum, Yum,







. Hictors for for the entire femily. · incredibly unique game play that includes mosthing and solving ghastly puzzles.



Cyberia" · Freeline stretery and action as you roce to destroy the ultimote doorsdoy device in this . Sturring S&I graphics create on ultro realistic

look



Special Edition to bloody frohing comes. New, with oil new holds, throws, and "cloytalities" exclusive to the 310 system,



Walferstein 3D"



. From the makers of Doorn" · A fost, first-person vinual world of oction, terror, bleed and guts.

Copper @1995 U.C.S. and Amblin. TM Harvey. Wolterworld\*\* @1995 U.C.S. Alone in the Dail.\*\* Capit BIVI U.S. and Arthin Michaely Wellendrich (PIVO U.S.) After in BILDIN independent Arthin Lice Englant II be in Notice Visual Intelligent Disordation Wellender 10° of Sehwes I et. Clay Fight 19/195 Intelligent Arthin Ar



# OU'RE HUNGRY FOR GAMES.





Kingdom" - The For

· From the makers of Dragon's Lair" with multiple plot-lines, incredible production values and non-linear play. . The fate of Five Kingdoms rests in the hands of a sorcerer's oppreedice





Alone In The Dork 2" . Inside this secuel, you also pet the original overdsumma Alone In The Dads

for FREE. · Replete with gangsters, pirotes and smugglers, this theller is not evoluble on ony other come system.





Alone In The Dork" · Veted emany the too 10 best comes of all time · Combines terrifying interaction with obests with the intigue of

solving a puzzling

3-D environment

mystery in a realistic







Woterworld" · Record on the moles motion

. Stoming (III graphics take you into a surrealistic land of adventure.



OUT OF THE

· Balos auto't and everage the moisters and earthquokes that plague the dien landscope you've been transported to. · Colled "highest roted game ever" by Computer Gome Rosins.





Battle Chess" · One of the top-saling games of all time comes to the 300 system. · Bene-creating bettle sound effects, recl-time metion and magnificent 3D oningfor help this multimedia hottlebeld to life.



http://www.imagine-inc.cam



SAVE THE LITTLE GUYS!

TOP WRITING ABOUT SATURN AND 300 AND



bit & 64-bit revolutions is driving me crazy. Sure, they have great graphics and gameplay but when it comes down to it, they are just same

damn games as 16-bit, but a hell of a lot more exp sive!!! I think people should look at the Super NES and its 16-bit games again. Ok. listen I have to say this plain and simple, the best and most understed company in the videogame industry is Squaresoft, which is

a Super NES-based company. They have out out the best RPGs in the world! All for Super NES, by the way! Final Fantasy 1, 2 and 3... Secret of Mana... Secret of Evermore... Chrono Trioger and a whole mess of other RPGsI They have done a GREAT JOB! I'm not saving the PlayStation is not a great system, because it is, but its games are few. In closing I would just like to ask one question, when is the next Zeide coming out? P.S. I still live the Mag.

PPS I think Bill needs help PPPS Get a woman on the staff!!

Chris Costantino, Cleveland Ohio

CHRIS: You've got a point - it's fine to have a super piece of hardware, but in the end it's great GAMES that people want. Still, you're not giving the PlayStation enough credit. It's got great games now and more on the way. Oh, and the next Zelda game shouldn't be out until late '96 to early '97, on Nintendo's Ultra 64 diskdrive unit. We do have women on the staff! Anna and Debbie do great work on the Art staffi

CHRIS: We're try-Ing! Belleve me, we're desperate to cover as much 16-bit software as possib but there just aren't that many games right now. I think it's time for you to face the hard fact that by the end of '96, there will be practicaly NO new 16-bit games. Gamers will either have to upgrade, or get out of the way.

## NINTACOMPOOPS! It seems to me that you people at GAME PLAYERS

are paying more attention to new systems and not to the old. I can't afford a PlayStation yet (i'm work ing toward it, don't worry). You guys should give an int of space to each game system, I w that the new systems are better, but most ople don't have the money (we're broke people to waich ninja movies all right to dessolve our ite for those new systems) I quess you won't even bother looking at this, so I guess I'll have to write that other mag and complain over the

### THE HILLS HAVE EYES!

There's a Fire Storm! Ah goldurn saw it! With mah own two eves. Ah saw myself a Fire Storm!

BILL: Me see it, too! Big fight in sky! Big and bright!!! How we play banjos, OK, Rungo's You know theme from 'Deliverance?'

The Hitls

or pictures all over my walls. I waich you dress at ight. When you trink you're sione... he, he, you're sione... he, he, you WHY CAN'T YOU JUST LOVE ME BACK, DAR ITST LOVE YOU BILL! Please be my video game tiun. Come on, 841 ... You have in admit it could happen. Give me a channe, please --- or else! S. Don't get attached to any other woman. Em ing you. Your PC compatable baby address withhele

ILL: COOL! But there are just a few things I seed to point out. First, I don't dress at night



winners don't write

down their game system, Bill

Donohue's game library gets bigger!

marker gr

eader art



#### HE'S CHAPPED! Do you wanna know what really chaps my ass? It's the way American game companies seem hell-bent on

denying gamers in this country quality titles that only the Japanese gamers can obtain. Let's see now, it all started back in the NES days when Howard Phillips (Gee, what's he up to nowadays?) was the mac-daddy of NES games. Konami denied us Gradus 2. Nintendo

eto MEI i just made what I frimk is the biggest mis-tive of my teerage life. I bought a Virtual Boy instea fa PlayStation. Most of the time I think I made the poice, but later I think of Rave Racer, Tekken 1-2, Toshinden2, Cyber Cycles, and probably Ridge Racer 2.5, Rayman, Gex, and Jumping Fiesh! What can Ldo to feel better? Cristian Grageo



held back the oneinal Super Mario Bros. 2 (thank goodness for AV-Stars/) The list could go on and on. When 16-bit came along, it happened yet again. Where is Magical Troll, Ninja Garden and Monster World IV for the Genesis? Or how about Dragon Quest V. Dragon Ball Z. and Final Fantasy V for the Super NES? IT SUCKS! I can't stand it any more! I'm never gong to get these game because some ass munch sitting behind a desk in a leisure surt thinks that we will enjoy some cheap movie conversion game (hell knows there are enough of them) instead of a truly artistic and challenging game (ike Landstalker or DKC/IT'S JUST NOT FAIR! It's time we as a garning nation stood our ground and demand that justice in the world be served before we see the same thing happen to the SATURN, PLAYSTATION AND ULTRA 64! In the words of a great Pontiff named EARL, 'OLY

JEFF: Gee, and I though I was jaded... In sor ways you're right, it kinda sucks we can't get

ne titles -- I'd like a Super HES Dragon Quest (aka Dragon Warrior) as much as the next guy ut the fact is that games cost a hell of a lot of ey to release in a country this size, so the icial end of things makes a lot of these decis. The worst part is that cheap-o mor tie-ins sell protty well, so who's to tell 'em they're wrong? Besides, Dragon Ball Z sucks. Why would you want to play that anyway?

OLY, OXEN FREE!" Toccoa, Ga

#### Videogame fame is one thing, but diamonds are forever. C

B NOV A GAME

O They all wanted

Service Ad!

to be the star of the Public

O There was no doubt about it: the cow had

worms bad!

mouthwash just wasn't making it; neither were his friends!



wear the cape; Chris rte was ackmailing him! Damn! O

#### AIN'T SHAKESPEARE... BILL: We found this letter written on a cocoanut,

but we've found letters written on stranger thin

I'd like to address this letter to everyone who complains about the lack of female videogame heroines. As the newest initiate of this exclusive scrority. I feel more than

qualified to explain the situation. Destroying enemies who are out to ruin my day can get upder than a two-month-old banana. I constantly have vine burns on my tail and my knuckles are almost always scraped to the bone.

But I've wanted to be in a videogame ever since I saw Samus Aran kick some Mother Brain booty. I now know the thrill and excitement of making the world a better place to groom each other in. But it's been hard on my private life... Both Oxidy and I sweat like pigs here in the deep jungle

my own game soon; a game that will show oids everywhen the lovs of swinging by your tail and locking butt (or it that swinging by your butt and kicking tall? Oh, well.)

That's it for now: I'm late for my grooming. Thanks for letting me get this monkey off my back (No, I don't mean Olddy!)



story of my life

My game is called Boy. The object is smole. Walk through Milwaukee and stop at every bar and sample every beer. If you like it, you can stay as long as you want to. If you don't like it, you take out a shotgun and blow the barkeeper away. The bosses are giant beers that chase you while you're hallucinating. The big boss is the president of Budweiser, who you blame for making Bud Ice Dry. Power-ups would be beers (what better power-up is there?). Bill. if the beer isn't in the envelope, those damn postal workers must've gotten it.

A.J. Heston Mishawaka, IN

BILL: You mean, this is a game? Wow, A.J., I thought you were telling my life story! And there wasn't any beer in the envelope, either, DAMN IT!

one-hand dapping

My game is called (Asvid You have to help to moron, David, to become normal. You are Joe and you have to find the Crystal of One Wish. But you go on other adventures, like fighting the Egghead Clan who guard the Crystal. If you win, David is normal, if you lose, Oavid is a moron torever.

Nick Dec Paterson, HJ

BILL: Be honest, Nick, or should I say 'David'? You've lost this game before, haven't you? Just clap once for 'Yes', DK?

beads up!

My game is Lump. Our hero, Lump, is deal, blind, mute, has no arms or legs, is a feper, has elephantisis, bladder problems, and a sinus infection (talk about a bad day!). You five in a run-down shack near a very busy mad in Ethiopia. You drag yourself, by your enormous head, to a road where, hopefully, it will all end. But you must be very careful of dogs, little kids with sharp sticks and Good Samantans, who drag you back to the beginning! This game is really fun and educational.

Richard Murray,

BILL: Let me guess, Richard. You're either related to Sally Struthers or you're a President of the United States, right? Watch out for a 'Bad Taste' Award next year, Richardi You've earned It.

sh things - anything! You smash people

cks, pets and even yourself HA, HA! People wal, smash crasy and elect me ruler of the world? re. I'm a half-dead arm, but., Oocs, never mind tike 'Not a half-dead arm' Bento, Riverside, GA

EY, YOU GUYS! Remember to always include the game system you own with your Game Ideas or Reader Art! If I don't know what system you have, I can't send you a prize! So write down that

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE! Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Mike Bento, of Riverside, CA, but only because we

MY TRUE FRIEND

Is writing to by how ""-ing great? think Bit is
the spent mady the "muest, moest, crazuest member
of the GP stall" and I we written a poem to express w much Bill kicks and Ahm.

> Bill, mighty Bill, mojes in for the kill, with a Bill/Bison mask on his head.

Bill. 'Lif Bill moogoo dances unti he must rally his Lizards of the Undead Bill, Psycho Bill

> gets quite à thritt at the thought of wokking my cut. But Bill, Crazy Bill will remain still

my favorite. Pooky Hook Bt

IILL: Gee, Amanda, what can I say except... lonki Biatt! Tweeti Wakka-wakka!!! By the vay, by not to play with your new cat so

PICKY, PICKY! Street Fighter IN-D. That's a perfect name for the third installment of this series, Capcom, I implore you... don't after the style of fighting that has made this series my

all-time favorite. These are the qualifies that must remain in the game: 1. The excellent control of fighters, as in all of the

previous installments. 2. Four to six star speed 3. RYU! Hmmm... a quality?

4. The variety of moves which has made RYU my favorite fighter

5. Similar button combinations. 6. And last but not least, the sounds that the fighters

make when they perform their special moves 7. Oh veah, great music would be nice as well All of this along with a variety of new Features. Fights

and moves could make this a perfect game Kevin M Glass Saninaw, MI

CHRIS: Capcom is still mum about SFIII(-D?), but I don't think you'll be disapointed — they know they've not an awful lot riding on this one.

PASS THE HEMLOCK I am from Greece. Why the hell a Saturn game here costs 110\$ and in the States only 60-70\$? And something else... Sega only brought here 5-6 games All the other are Japanese or American, so you'll have to buy the special transformer cartridge. I've noticed that you make fun of your mail. Don't try this on me. you hear... Don't try it! (I'm asking for it, am I not?)

Mike Spiros Leutraki, Greece BILL: OK, I am making fun of you now. Ha, ha,

Greek boy, you only wear sandals... Is that hemiock OK for you? Are you being insulted yet? The Olympics are not winning for you, I bet... You trade your entire goats for only one me, I am thinking... You surely are badly hurting now!

fear the brain transplant won't take. Write in today!!! ASK MR. WIZARD...

Will Hyper Solid Toshinden be an exact conversion of the Playstation?

2. Will Namco develop Ridge Racer, Tekken and Tekken 2 for the Saturn too? 3. Will Jumping Flash/come to the Saturn?

4. Will Doorn come for the Saturn and the Playstation? Forever garning,

Joshua Grimes Atlanta , GA

ormos.

1. No. Right now a new character and intro sequence has been added, but since Sega has taken It back into development for the US release, we can expect even more changes.

2. Probably not—Hancoc currently has no efficial plans to do so.

3. Don't hold your breath.

4. The PlayStation version is out now (and an excellent version, by the way), but no word yet on a Saturn Door

You guys really suck! I am offended by the sexist jokes you make, and the lack of judgement when it comes to the editor's responses in the reader's

In the December issue, you responded to Audra Harvey's Anti-Sexist video game letter by saying 'Maybe the chick could make herself useful ething the guys a drink or something.' A joke? ty chauvinist for a joke, unless you have slok

In the September issue, "Psycho Bear" and MAD WOMAN' wrote in, complaining that seeing Chun-Li naked in the shower was, in their words. sick. Diviously, they don't know that nuclty isn't. 

that, in the December issue, the 'Master of Anime' wrote in, stating that you have to expect multiy if you wetch anime. This is true, because nudity is a common thing in Japanese culture. However, that son of a \*\*\*\*\* Chris responded, Years later, it was just him and Chun-Li's breasts on Saturday

is states two things 1.) Japanese culture translates into Pomography

when it comes to you guys. Women are just sex objects that you guys can't just write anything about, whether they are in res or anime

Also, Hooked at the issues from January '94 and October 94, and they look great, perfect, blah, bish, possibly best in the magazine universe. I take a took at the September-December '95 issues, and they are just indiculous. The Cleansing? Insanity Photo Contests? Sanity-Be-Damend letter, editor-ial, and intro sections? Unmmm, yeah. Can you guys by to come back down to Earth like the rest

Of course, you guys are probably going to crumple this letter up, and throw it in the can. 'We have plenty GP worshipers out there. This guy's inion doesn't count. Majority wins: Blah bla bish.' That's what you guys are probably going to think and do. Unless, of course, you've got GUTS like the rest of us. Just take these opinions into ht for the January Issue, Dkay? P.S. I dare you to print this and not say ANYTHING insulting or shupld.

Michael Pines.

West Vancouver, B.C. iormally, Jason, I would take gr in ripping you a new one, but h so your lefter series on nt in ripoles your letter seriously, shan we city are 'line rest of us'? Is this e cles we haven't heard of yet? I at 'Blah, blah' stuff you keep re is s rou, can recognize a joke. I've written he Bear, and she certainly doesn't act

#### O. NOT EVERYONE...

Sega is going to stop ong games for the

RIS: Pm atraid that it does look like gs will be distancing itself from SZA must reprovance fee already final, but I wouldn't reality cuse Sega of bying to 'rip you off'. Sega knows if if it's going to be competitive in the new market, y're going to have to put all their resources into e system and one system only — Saturn.

## WHAT, MORE OUESTIONS?

I have a couple of questions I hope you guys can answer. Well, here they are: 1. I have heard that Ultimate MK3 maybe coming to the PS via a memory card. Is this true? 2. If this is true, could Sony fix Shang Tsung's little problem? Namely, the two-second lag after morphing. 3. Eve heard a rumor that says Japanese PlayStation

games can be played on the American version without a converter, is this inve? 4. Are any RPGs For the PlayStation coming to America? Well, that's all of them. Thanks for listening and keep making such an excellent Mag.

Angel M. Ortiz, address unknown

1. That's the rumor.

2. Not unless they can figure out a way to add more RAM. 3. Hope. 4. Yeah, Arc the Lad and King's Field should be the first ones, with more on the way soon.

HE'S SO MAD!

I'm really pissed off. People have been telling me and I recently saw in a magazine that Final Fantasy 7 was out on Ultra 64 in Japan. Well, what the hell about us in America? When are we going to see FFIV and FFV and FFV1? I want to know and I'm sure every other RPG fan would like to know, since FF is the most popular RPG in

recent years.

Final Fantasy Fanatic.

address unknown JEFF: Sorry guy, but FF VII is definitely HOT out anywhere yet, for any system. It's been meed for U64, but our best sou probably won't even be ready by the time the system hits in Japan in April. As for when we might see it, or any other Square title, things are very up in the air. Rumor has it that Square of America is ng some financial woes lately - alth RPGs are selling better than ever, the market is still relatively small, and more important, at 24-32 Mbits, a typical Square cart is expensive to produce, so their profits are slim. Although they're kicking around what to bring over next, and the possibility of releasing on other, CD-ROM based systems (which would be cheaper), officially they're keeping pretty mum. This is one we're definitely going to stay on top of. indianone religios socie religios por el religios con el religios por el religios con el religio de la religio

#### THE OMEN I must warm you of a great disturbance in the

GAME PLAYERS FORCE. It's that demon Roger! The first time I saw him. I felt something strange about him, and now I know what it ishe's The Devill He wants Chris's supreme and-like Power! Beware, Chris!! He'll suck your energy out with a dicie straw, and drink it with an Arby's roast beef sandwich! But don't worry, I'll send my Purple Monkeys to destroy Himi Ha, ha, hal I have to go now, Sophia is getting angry, Thank you for listening, and beware of Roger.

Kyle 'your... 'friend' Taylor. address unknown

3: Umm, I just happen to carry a supply of dixie straws in my back pocket, and yes, there are those strange marks behind my car that hannen to look like flures sixes. But really, I'm quite a nice fellow. In fact, I just invited Chris over as some... Dops! I mean.



## OBSESSION

Unist have to say that Phantasy Star IV and Finel Fantasy IV are the hest games in the known universal I've won Phanties

Star IV four times, and I've come close on Phantasy Star M My cousin and host friend have Fire Fantasy I, Wand Wand my 16 vear-old occisin (who is mostly outcrowing his Super NES) might give it

to me, so I can have FFIV. I need to ask if Phantasy Star I comes on Genesis. Eve heard rumors that it is on the Sena Master System, which I've never heard of. I'm very ticked off that it's the only

one I'm missing. Tell me about P.S.I. (I'm very

obsessed. I need to know// Jackie Steuber address unknown

> JEFF: Well, be prepared to stay ticked off. PS L probably the best of the PS series, was one of a handful of titles worth buying for the Master System, Sega's 8-bit game machine that was meant to com

pete with the original **NES over six years** o. The Master System never really took off, so Sega regrouped and came back with

the 16-bit Genesis. The est, as they say, is history Phantasy Star I was, hower, re-released as a limited edition Genesis cartridge in Japan, but not here.

BE A GOOD SPORT

I am writing this letter concerning EA SPORTS. Why are they sucking up money with the same games year after year? Come on! The only difference between NAL '95 and NHL '96 is that it's a little harder and it's in a different box. So what if they brought back the fighting? They should have left it there in the fist place! How long are they going to do this? I'll just be happy with my copy of NHL '92 for a while.

Tommy Lariviers,

Quebec, Canada MIKE: The reason for updates is simple. Sports ns, (like myself), want the current players and ir current stats. I don't want to lead the 1992 ota Northstars to the Stanley Cup in 1996. I want a chance to lead the Colorado Avalanche. Besides that, NHL '96 added plenty, like Spin-onting, and the ability to stop on a ias, the fig e. Sure. EA wants to make all the money they can fund who can blump 'em), and as long as sports fans are willing to pay for the updated state, they Il keep making the quoties.

#### STILL MORE QUESTIONS!

I just have a couple questions to ask you guys. 1. Which is better. Seas Saturn or a Sony PlayStation? 2. Will Killer instinct be better on the Ultra 64 than in the arcarles?

3. Is Toshinden really going to come out on the Saturn in February? 4. Since Ultra Vortek was made by Beyond Games,

will it come out on any other systems beside Jaquar? 5. Is it true that Sony is making a 64-bit system that will be released next year?

6. Will Fight For Life be on a Jaguar cartridge or on a Jaguar CD? 7. Will 300 be making any polygon fighting games like

Virtua Figher or Toshinden? And finally... GAME PLAYERS rules!!! John Paul

Philadelphia, PA

CNRIS 1. Both are great. Really! ely! The Ultra will be getting Killer tinct 2. 3. It will come out for the Saturn, but probably

not by February. 4. I doubt it. 5. I seriously doub! It, although It's no big secret that Sony, Sega, and Nintendo are always working on 'the next big step', even if it's years away. 6. I don't think they've decided for sure.

7. Hone have been anounced yet, but the M2 rade will probably have some ready by It's ch late pext year.

LOVE 1S STRANGE

I am responding to Ekzabeth Wantland's letter in GAME PLAYERS issue 78. She thought Chris goatee made him good looking? Excuse me, while I hock a loggie in her general direction. However, I must agree with her on Mike. His long hair, his dark eyes, his .. never mind. Oh weah! I almost forgot! there is one man there (one lovely bunk of man) that doesn't get his due credit PATRICKIII For some strange. bizarre, off-the-wall reason, I find him most attractive Why? Don't ask why, dammit, Love needs no mason, I otta go. You can go on about your sixty lives now P.S. Tell Miss Wsantland (want land?) that I'm shipping my pit bull to her house to join the Hounds of Hell.

Lindsay Dugan St. Louis, MO too sexy for this man! I'm too sexy for...

PATRICK: Hey, I'm too sexy for this column! I'm BILL: You're not too sexy for this BOXIII GET IN THEREIII



#### CONNECTIONS

year old FF3 fan. Looking exchange tips and strate Patrick Heltzman 532 S. Michi

South Bend, IN 46601 i'm 15 and I own a Super NES, Gameboy and Segs. I'm looking for a female fen 4-15 years old to tolk to. Jeff Charmak

8777 Did Hiway 169 Jordan, MN 55352 I'm 11 and I have a Super NES, I'd like to beer fro

players who like RPG's Robby Titus 35073 Bayview Westland, MI

I'm 9 and would like a pen pal to trade Sega tips with Drew Descusa 12469 Mountain Trail Ct Meorpark, CA 93021

I'm 13 and would like a box or girl to be my pengal and trade tips, and secrets for Super NES corr Trung Nguyen 10242 Stanford Ave. #15

Garden Grove, CA 92540 en a 15 wer old how who is looking for somebody 15 and up who enjoys RPG's and Star Wars. I have a PC. sis and Gametoy. Michael Mendeza 120 Elger Pl. Brorce, NY 10475

I'm 16 and want a pengal Write to me before I transfocus apain Feik Vitand

Rt. 1 Bex 101 ttlold, WI 53964-9725 I'm 13 years old and I enjoy music, basketball, and video

games Nick Jordan 114 E. Em St P.O. #122 Carson City, MI 48511

Fm 18 years old, live in the footbells with my Grandma love techno music and perm a Super NES. Matt Jack

17060 Murphy Rd Sonora, CA 9537 rm a 12 year old male. I'd like a female around my age

to write to, I own a Super MES, a NES and a Camebox Andrew Simo 207 Downey Ln Danville, VA 2454

who would like to trade tips for SNES, NES and ov. I prefer a boy 10-12 years old

12385 Birch Ct. Yuczipa, CA 92399 I'm 14 and I would like to write to a female who is link

any kind of RPG, PC or Super NES game Rosharon, TX 7758

fm 11 and own all Nintendo systems. I'd prefer a get pengel age 11-15 but any Lawrence Krysak 322 20th St. M Letherides, Alb.

T1H 3M9 Caradi 15 year eld prantester mould like a 14-16 year old girl to share tips for the Super NES

or use talk The Jok 4123 Warren Flewery Branch, GA 3054

Fm 12 and have a Genesis and a NES. I would like a permail to share tips and codes with

Oscar Tayle 3514 Bowie A

Odessa, TX 7976

## GET OFF YOUR @SS

For game ideas, write to: no Flavers, 1350 Old Bayshore Highway; te 210: Buringame, CA 94010 To get into the Connections section, write to: ections)

Oame Players, 1350 Old Bayslions Highway, Suite 210, Burlingeme, CA 94010 For general Network letters, write list s Network: Game Players: 1150 Old Sayshore Honway, Suits 210; Burlingamb, CA 94010; Or check out our web site at:

16 GAME PLAYERS February 1999



was learned from the delirious rambling that came from his painfully parched

lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. The folks at Silverload.



LVERLOAD is also available for PC CD-ROA





## RPO TRAK

What can we say about the news? Hmmm, let's see... Uh, it's stuff that just happened recently. Yeah, that's good... And when it's about video games, it gets our readers excited! Cool. What else... Got it! When you read the news in EAME PLAYERS, you know you're getting the very best news available!!!

The Ultra 64 still isn't out. It isn't out. It isn't out. Let's get angry ...

Well, the Industry Finally got its first look at the Little 64 at the recent Shoshinkal trade show in Japan, but no one still knows guite what to make of Nintando's supposed 'dream machine'. While Nintando-loyal fairs remain wide-eved and optimistic. Nintendo skeptics have had a field day putting a negative spin on seemingly everything that comes out of Nintendo's mouth.

There is a lot about the U64 that's questionable, but in all fairness to Nintendo, most of their bad press

seems to be based on number. For instance, many blasted Nintendo for announcing a near-simultaneous Japanese and US launch next April, after a December '95 Jaconese release had been long rumored. But is this necessarily Mintendo's fault? They never said the Ultra would launch in Japan any earlier...

Internet newsgroups are filled with this kind of stuff, along with constant arguments over hardware specs. Most of the time someone's just confused or misinformed. Another big source of regative Utra vibes comes from the fact that everyone just

When Mario lands on the Ultra 64 in April, he'll be carrying a lot of weight on his should be

bountt a new 32-bit system, and they'd like to believe that it's the best so they won't have to upgrade again to the US4. No matter what the reason, it looks like Nintendo's point to have a hard sell next April, no matter how good the Ultra is.

## Ultra 64: Yea or Na

is Mintendo's 64-bit system all it's cracked up to be? Comises wary...

Only a small handful of games at launch: Yes: Quality, not quantity.

Who wants a system with only three or so games? able) games shown at the

minical sciow: Those games looked great — Mario really shows of stem's 3D Power! Two games? They'll never make the April release

ses cartridges instead of COs: No more access time! May: How can today's top games fit onto a cartridge? And the games will be WAY too expensive.

Originally scheduled for the "95 holiday season, to U64 is pushed back to April "96: Yea: The extra time will ensure good, quality games

instead of rushed ones.
Nay: More Nintendo vaporware. There's no way they can hope to catch up to the competition now.

The Ultra 64 Disc Drive: The best of both worlds — fast access time and lob of starage space. Plus you can save to disc! Non: You mean I'll have to shell out another hundred to two-hundred dollars not even a year later?

The Ultra 64 Controller: Interesting.. The analog stick really does give you

How am I gonna hold that crazy thing?

The initial U64 line-up is mostly Nintendo sequels: Yea: Great — I loved those games on 8- and 16-bit, and a 64-bit weston will rock! Great - more of the same. Why should I buy a new system for remakes of games I already have?

So there you have it. No matter what the topic, the debate

over Utina 84 rolls on. I guess it won't be settled until we've all oot that 'revolutionary' controller in our own

## Shark! Interact Releases the firs

32-bit game enhancer N ow available from InterAct is the Game Shark for Saturn, the first game enhancer for a 32-bit systern. Retailing for \$59.99, with a PlayStation version

available soon, the Shark is a cart that plugs into the memory slot in the top of the Saturn, and

works a lot like a Game Genie. allowing the user to out in codes that let you play with

infinite lives and so on, and also works like a normal memory cart so you can save games. It comes pre-programmed with codes for a dozen or so Saturn games, including Panzer Oragoon and the original version of Writa Fighter, and additional codes are available by subscribing to Dangerous Waters, the Game Shark newsletter. and through access to the Dannernus Waters web site. Dangerous Waters costs \$12 a year, and a membershin to the web site is available for an

Doub-dub... doub-dub... the Game Shark makes you invincible!

can just dial up the company's 900 number. Hey, it works

additional \$17 a year Or, you

## Sonic Pights Back Sega's poster-boy storms

back in AM2's hot new arcade brawler

You knew it had to happen, right? I mean, forget the logistics of the whole deal — Sonic is Sega's main man, and fighting games are the main

moneymakers, Henge, a Sonic fighting game. Hey, I know it sounds orticulous but it looks like it could be pretty fun. Not much is known about the actual gameplay just yet, but Yu Suzuki, head of Sega's famed AM2 coin-op development team, has been hinting at the game in the Japanese press. The early screen shots look promising, but the poly-

oon characters still aren't on par with a Writus Fighter 2 or Fighting Vipers. The gameplay The octual combat takes place in a fenced-in ring in seems very much inspired by those other Sega flahtthe Green Hill Zone. I'm looking at these pictures and ing games, with VF2-esque animations and a laughing my ass off, but I still con't wait to play it! Aghting Vipers-style fence around the ring. Along

with the brawlin' blue hedgehog, expect other characters from past Sonic titles to make their fightinggame debut, such as Knuckles. Dr. Robotnik, Metal Sonic, Amy, and a new character or two (possibly from the Knuckles Chaotix game for the 32X) No word yet on the

anese release date, or even if this game is planned for the U.S. at all (which would seem unlikely, considering how guesflonable a 'cutesy' fighting game might do in the blood-hungry U.S. crowd). Still, it will most likely become a Saturn title at some point, and could be the Sonic game that Sega's hinting at for a Christmas '96 release. Stay tuned to EAME PLAYERS for further developments.



And for Sega's Next Prick...

S alum came on strong this past holiday season, but can they keep up the pace? Sure, Sega had a great Christmas line-up with games like Sega Rally, Wrba Aighter 2, and Wrba Cop. but what about the new year, right? Not to worry - Sega's still got a few tricks left up its corpo

rate sleeve - namely AM2's arcade ports and some hot sequels to the first round of

Salum originals. That's right, there's an awesome second wave of games heading your way in '96 Although the dates move

not be set in stone, Sega's mighty AM2 development team is hard at work on bringing home the latest arcade hits. As it stands right now, the month of May will bring

us the ultra-fast (noty 500). In July we get Fighting Violes. and in August we get the amazing-locking motorcycle racer Marx 77. Other semi-confirmed arcade titles include Cyber Troopers and Wittue Cop 2. Sega is also planning some heavy-

hitting Saturn sequels for later in the year, including Parizer Drapson 2 and Clockwork Knight 2. By Christmas '96 Santa should have the first. Saturn Sonic title ready, along with Writer

Nohter 3 (Joyf), If these games end up looking as good as Sega's latest stuff, Saturn owners should be in store for some really great gaming - let's just have that the thirdparty software

steps-up as well. Indy 500: AM2 polygon racing ie it for

Kind of silly but great fun nonetheless. And that Cyber Troopers. Way cool two-player action. Hope the splitscreen works alkay



be Sego's

ench moid" character

et to look for om your Saturm this year? Take your pick...



Drappon 2 Could it be that Panzer 2 is even better-looking than the first? Wow...



vas a bit of a sleeper, but CK2 looks a lat better, and a lat tougher, too.





## GAME GOSSIP.

Here's fine part of the mag where we tell you all of the lowdown, dirty stuff we know you love to hear. So drag your butt over to the fence, scrape all that packedin dirt out of your ears, and get ready for all of the rumors and innuendo we could get our hands on!

# Uttra 64

Fine National will maintains that April is the official month for the Ultra 145, inside sources at the Big 1°V swort maken more street, and the official sources at the Big 1°V swort maken more some, due to the fact that more of the developers appare to be ready, and the official word from Nimeno did say "lab" And, ayaway, Minem. Warsh Marti' 2" krysin's Stackers set to be one of the very first games this word from the maken its spring electury could be set to be a set of the set



them, often times without warning, Currently, would-be developers are required to jump through 'programming hoops' and 'exclusive windows' to gain a third-party license. One developer recently told GAME PLAYERS that they had to crant Sony a one-year exclusive to their upcoming product or they wouldn't be allowed to make PlayStation games at all. Sony also seems to have developed at schizophrenic approach to approving titles. For instance, they've told Namoo not to bring over the Arcade Classics: Volume One disc from Japan. Included on the disc are videogame legends like Pac-Man. Dig-Dug and lots of others. Sony's excuse? Apparently there's an unwritten rule at Sony that states all games must have endings - which Pac-May and the others don't - and Namco Japan refuses to change the came's original content. Sony's also talking about scrapping Capcom's Buster Bros. Collection because It's just a 2-D game'. Hmmm... could Sorry's unpredictable mood swings have anything to do with Nintendo's recent dedication to launching the Ultra 64 with only true 3-D games? All this comes after Sony just recently changed its position on releasing PlayStation RPGs after being pressured by developers and the public, starting with King's Field and Arc The Lad. Oh well, maybe Sony just

# Bits at

ne UK developer claims 'Sega Bevelopment kits just keep getting cooler and cooler'. He goes on to say that the latest Saturn kit offers some 'interesting tricks' that will continue to enable the Saturn to run rines around the competition. It's rumored Sega is currently offering development kits at half price. along with extra incentives to new third parties under special signing agreements. . Expect Virtua Fighter 2 to be loaded with cool tricks. maybe even a 'Big Head' mode ... . Panzer Dragoon 2 should be out on Saturn in May, and is rumored to feature multiple paths for the player to chose in each level. Also, while Sega's version of Tashinden has been pushed back to mid-'96, Sega fans can take heart in the news that Bug Too is also on the way. . Hey! I know you're wondering - what is Mandigo Entertainment up to? The software company who produced RapBall for the Super NES is currently working on Babe's Kids 2. (Would somebody please mail these guys a clue?% . In addition to a few other choice titles Namoo has in development for Saturn. Cybersled is also in the works. Don't expect the title too soon, though --- currently Namco U.S. is experiencing programming problems, Seems Shiny's David Perry (that Earthworm Jim guy) hired away the company's lead 32-bit program-

positive from the game's program mers. Expect a US release in July or August. . Crystal Oynamics is due to announce a celebrity endorsement for its sports line, more soon... . M2 development kits are now in the hands of a few lucky developers. Some claim they have experienced problems with the kits, others claim they're already doing 'amazing things' with their baxes. EAME PLAYERS however, has an inside track on the M2 development kit and happen to know of the 15 kits that went out, only 4 worked when they arrived at their destinations. . Where are EA's 32-bit games? Well, the same team that's due to work on the PlayStation NHL title is still busy cranking out Madden, which is already way late. Don't expect these first titles to be a true measure of EA's 32-bit prowess --- in the rush to get these first games finished, the company made a number of sacrifices such as using sprite-based characters instead of polygon ones. The company does, however, promise that the cameolay will be classic EA stuff. I still can't wait ... . On a parting note, the 'Coolest Christmas Card Award' would have to go to Boss Game Studios, who sent out a wonderfully funny greeting that read. We were going to get you something really nice this Christmas

but we spent all our money on SGIs..."

Vipers Saturn translation are very

## 32X No More

ega will apparently scrap 32X after repeated attempts to launch the spatform. After taking a "wait and see" attitude this past holiday season, Sega will most likely cancel its plans for the long-debyed 32X-Gemests "Negtune" hybrid as interest in the 32X has sunk to an att-

32X-Gemesis Neptune' hybri time low. It just can't compete against the more powerful Satum and the runaway success of Sony's success of Sony's PlayStation. New rumor has it that 32X developers, even ones working on products for Sega, have been instructed

needs a little time to settle in...

have been instructed to either scrap their titles or upgrade them onto Saturn. Included in this list are the 32X X-Men

and Batman titles, which, ironically enough, were looking really good in the very early ver-

some we saw at the record Sogs Gamer's Day. Sogs will apparently drop the price of remaining 32X hardware units to around 50 bucks and 20 bucks for games to clear out the inventory. Despite the 32X's disappointing history, this could not up becoming Sogal's best involved in years, paring the way for a clear and bossed Salam campaign.

mer... . Initial reports on the Fighting

# 31512

## SYSTEM!

Get back into the game immediately with Power Swap." **Power Swap gives** you a permanent replacement unit NOW. You'll be back into the game with no wait

and little expense!!

1.800.255.3700

Get back in the game!









## HTT LISTS

Send in the title of your favorite game to the GAME PLAYERS website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like Chris Bonet, of Harrison, NY! His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!

## OUR READER'S TOP TEN OUR OWN DELUXE TOP TEN!



ev Kona Country

Chrono Trigger Super NES Square Soft



Final Fantasy III Super NES Square Soft

Based on what we play when we	should be work	king!
GAMB	SYSTEM	PUBLISHER
1 Super Mario 64	Ultra 64	Nintendo
2 Virtua Fighter 2	Saturn	Sega,
3 Fighting Vipers	Arcade	Sega The Transport
4 Super Bomberman 2	Super NES	Hudson Soft
5 Indy 500	Arcade	Sega
6 Virtua Cop	Saturn	Sega ·
7 Ridge Racer Revolution	PlayStation	Namco
8 WipEout	PlayStation	Sony Interactive
9 NFL Gameday	PlayStation	Sony Interactive
10 NHL Face Off	PlayStation	Sony Interactive



Mortal Kombat 3 Arcade Midway



Super HES



PlayStation

**Battle Arena Toshi** PlayStation Sony CE

Arcade

Playmates



## TOP THE TROM THE II K

the state of the latest st		20.00
GAME	SYSTEM	PUBLISHER
Virtua Fighter Remix	Saturn	Sega .
WipEout	PlayStation	Sorry Interactive
Eattle Arena Yoshinden	PlayStation	Sorry CE
Daytona USA	Saturn ·	Sega .
Ridge Racer	PlayStation	Namop
FIFA Soccer '95	Mega Drive	Electronic Arts
Myst	Saturn	Sega :
Donkey Kong Land	Game Boy	Nintendo
PGA Golf Tour 3	Mega Drive	Electronic Arts
Brian Lara Cricket	Mega Drive	Code Masters
		- mercum and minutes and

#### FROM SYSTEM PUBLISHER

Tomancing Saga 3	S. Famicom	Squareaoft
Pragon Ball Z	Saturn	Bandar
leyond The Beyond	PlayStation	Camelot
Puyo Puyo 2	Saturn	Taito
(F Image Disk (Pai)	Saturn	Sega
/F Image Disk (Akira)	Saturn	Sega
Ging Of The Spirits	Saturn	Alfus
Nyainingu Vizudamu	S. Famicom	Squaresoft
n The Hunt	PlayStation	Xing Entertainment

WRITE IN AND

WIN

10 Forever With You

PlayStation Konami

## WEB STUFF.

Welcome to the wild and wooly world of the Internet! Here's where we clue you in to the most outrageous, interesting and far out web sites in the digital universe. So, what are you willing for? Let's go surfing...



## GAME PLAYERS Update

Yee have and help. First off, thanks to everyone for making the 65P web face is amaztining success. It's generated florally fundates of thorswards with its in fis his couple of months of exists, and response has been convenientingly positive. But, never content to just set around and telling less, we've exclusify up in a serious florPOEMENTS. If you check the site nove (florally-flowwing amagina-pers, counting), you can find not only one of the largest FAO archives on the velocity one whose does not all upose. Und allow



QUICKTIME MOVIES FOR DOWNLOAD! That's right, little snippets of game footage from Lipcoming Ultra 64 games, including Mario 64!

2 The new and improved CODE ARCHIVE! Now, not only can you find every code you ever

wanted, but leave your own codes and add to this vast reposition of knowledge!

3 READER REVIEWS! That's right, what do YOU think? Never one to let our opinions serve Jas the voice of God, we need to hear your views too.

A The GP DISCUSSION GROUPS! Come and see what our readers have to say, then jump in and add your own two cents — it's easy, and FREE (One note of caution; please by to limit yourselves to discussions of games or the majozine. Don't fill the place with lunk!

F.The EP CHAT ROOM! Well, maybe. Currently undergoing beta testing, the CHAT ROOM Should be up and running by the time you read this or shortly after. TALK TO AN EDITOR lassuming they've got time, of course — deadlines are hell!

Oedicated to simply being the best, the GAINE PLAYERS Web Ste's undergoing constant revision and improvement. CHECK IT RESULARLY!

http://www.gameplayers.com/gp

## VF2 Webslinging

Vigu'd expect that a game as deep as What Fighter 2 would have plenty of great sites. I devoted to it, and sure enough, you wouldn't be wrong, Dedicated VP2 fanatics have constructed some of the most comprehensive sites on the web, and like many other fanatic pages, most of them link to each other — find one and you can get to fem all.

The grand mac-daddy of 'em all though is The Home of Virtua Fighter (http://www.digitweb.com/webmin/home), mantanes by Jars Scrensen, Practically any information you could ask for is here, including complete scene would say exhaustive!

play guides for each character, FEAD, the latest few or FEAD, graphers, and lates to a let of other search. FEAD, the latest few or FEAD, graphers, and latest to a let of other search. FEAD, graphers are an output of causely ables to see, both devidenand to each to or entative each. FEAD, produced, the contractive each. FEAD, graphers are completed breakford, featuring and completed breakford, of everything you can be developed to a completed breakford, or deverything you can be developed to grapher the contractive each result of the contractive each r

possibly get Jacky to do, and going on for pages about why Jacky is the best character you could choose. Going even farther down the road to obsessive insanity is The Witus Fighter Sarah Guide

(http://www.contrib.andrew. cmu.edu/usr/sy2b/sarah.html), maintained by S. Hyun Yim (what is it about the Bryants arryway?).

Write the site has the usual move fists, it also contains a lot of graphics, including some original (very fasteful, and thoroughly amateur) pencil and risk charwings by the author it's worth checking out, it' only to see how far someone's obsession can take them. Happy Surfing.

seungpl/jody/jody/ home.html — one mon, one vision.

Write the site has it to lot of graphics, is lot of graphics, is and thoroughly the author. It's how far some haw far spense have graphics.

\* <u>The Home of Virtua Fighter</u> \* he Home of Virtua Fighter (For Netscape 2.0 users)

The Soroh guide, http://www.contrib.ondrew. cmu.edu/usr/syt02/soroh.html — how for would you go for one woman, especially since she's NOT REAL.

February 1996 GAME PLAYERS 23





















Check the Wall at your local retailer!











## IN RELATED NEWS

Now that we're into the new year and the thrill of all your Christmas gifts is starting to wear off, you'll probably be looking for something on which to spend your money. Well, here you go! Here's lots of great stuff to help you blow that Christmas wad. And remember, if Santa asks you where you got all the great stuff — tell him to get his own damn subscription to GAME PLAYERS!

## CD ROM that goes to 11



Thinking maybe that your computer could use a little boost? If you answered the program.

ves, then perhaps you should try out some of A & M's newest CD PLUS fittes from Soundgarden and Monster Magnet. If you're not familiar with CD PLUS, what you can expect is all the great music of the album with lots of state-of-the-art graphics to go along with the hard-rocking soundtracks. In the end, CD PLUS gives your favorite music CDs a whole new life. If you're not already familiar with Soundgarden and Monster Magnet. then we suggest that you get with

va of today's hottest alternative rock acts, Manster Magnet and Soundgarden, make the leap to CD PLUS. Alice in Chains' Jar of Flies is

## The Amazing ReBoot

Winner of this year's Gemini Program, ReBoot is a computer-generated wonder created in Vancouver Carada by Alliance Communications Corporation. Recently securing its second season on ABC, ReBoot has been turning heads and making people take an extremely close look at the art of computer-generated primation. So what do you do with a hit animated series once the television and merchandising is in order? You make a videogame, of course. From industry giants Electronic Arts, ReBoot will appear on PlayStation, Saturn and PC CD ROM, If the game turns out to be anywhere near as good as the animated series, then we're

> The look of ReBoot is futuristic and super slick, as it tells the story of a digital boy named Bob living his life within a



## Attention All Virtua Fighter Fanatics!

ega's Virtua Fighter 2, arguably the best home console game of all time, has been a phenom-Segal's Whate regimen 2, argulately the best mome compare gallon or an account of the seasy to follow the nent. Sure, you can go to just about any decent arcade and play the greatness that is VF2, but what if you wanted a Sega Saturn Picture Disc with rendered images of all the characters? Sound like a strange request? It doesn't in Japan, where they can't keep

them on the shelves. These discs, which include several beautifully rendered images of all your favorite characters and runs on your Sega Saturn, are still only available in Japan. If you simply can't wait for them to make it to the US, we suggest you try mail ordering these babies. The last thing you'll want to consider, however, is that you'll need a universal adapter to run them on your American Saturn. We realize this is a lot of trouble for a picture disc, but we did say it was for VF fanatics only and they are really nicely done. Did we mention that Sarah's in a bikini?

The Writes Fighter picture disc and the Universal Adapter ar oth available through Japanese import companies, such as the New York-based Game Experience, (516) 351-8811.

# U2 Pavarotti?

that do you get when you when you combine U2 with Hat do you get when you what you get Brian Eno and opera superstar Pavarotti? Well, you get The Passengers, a band which for all intensive purposes is U2, but with a desire to do movie soundtracks, OK, here's the skinny - The Passengers: Original Soundtracks 1 is a super mellow album with definite background music qualibes, but there is a definite U2 influence on all the tracks, if rould happen to like that sort of thing



ngers: Original Soundtracks 1 CD is pe background music for videogaming at its finest.



se you're surfing the web, or playing a little PC CD ROM action, ar for that matter, typing a really long letter on your computer, you'll be glad to have the always-stylish MouseMitts!

MouseMitts, a line of computer wrist supporters

Mitts? that, according to MouseMitt International, come in way-cool colors. OK, the truth is that you'll probably feel a little coofy wearing MouseMitts, but I bet, in the end, you'll be glad to have them.

# une

in the world enters the 3D age in

ear, it's going to do for the Ultra 64 exact Mario World did for the 16-bit Super NES - show leature the system has to of lety, as we reported test month, there's still

no official word on exactly when we can expect the game to ve. While the Japanese release date has been firm god as April 21, the US date has only

ed as 'late April.' How later than the 21st can you get? ndo keeps hedging on a US street citing a lack of completed titles. sardiess, from where we sit it se like Mario 64 is going to be worth any



totally jaw-dropping. No 3D world has ever been more completely realized, and the Ultra 64's anti-aliasing and mip-mapping features are in full force (anti-aliasing is a method of blending pixels with the ones next to them to avoid jagged, blocky lines, while mipmapping substitutes more detailed texture maps as objects get closer so you never see the blocky gatterns on surfaces common to a game like Doom). Colors are bright and smooth, and there's no draw-in to speak of - the environment is rock-solid.

#### Mario Unleashed

t's a shame you can't tell from these still pictures, but The attention to detail is every bit as incredible as you might expect from the Mario series. Every game Shigeru Miyamoto has ever done boasts some of the best character animation possible, and just because it's in 3D. Mario 64 is no exception. Even watching Mario run around is a treat for the eyes, not to mention how he looks when he jumps around, swims, dangles from the edges of cliffs, or his hilarious set of animations if you just leave him standing around too long.

## The Old and the New

even with all the new technological tricks, this latest Mario Coame is set sousrely in the traditional Manip mold, with all the bits you've come to expect: ghosts, thwomps, Builet Bits, Venus Ply Calichers, Koopas, mushrooms, plus the expected ice stages, underwater stages and, of course, lots and lots of pipes - only now, thanks to the 3D environment, you get to follow Mano as he slides down those pipes.

I Get Around ne 'revolutionary' U64 controller makes all this barely held-together pandemonium a breeze to get through. One of the challenges in any 3D game is exactly how do you watch the action? Fixed camera angles can leave you with gaps where you can't see things clearly, and

can get confusing. The designers have settled on a free floating camera that follows Mario but never stays rigidly fixed to him. It's difficult to describe, but a lot of thought has come into making sure that Mario's legal in focus. while keeping the action clear and the perspective consistent with the way the controls are supposed to go. This prevents getting the view stuck in a reverse angle, so you never have to push left to run to the right.









daunting to think of what kind of incredible games are sure to follow in the years to come. Play on, Nintando.





Institutes mand contains at lot of your favorite stuff from previous games in the sories all with a new hwist! Thanks to his new 3D persons, Mario has a dozer different ways to get by this Venus Ry Catcher, the best of which

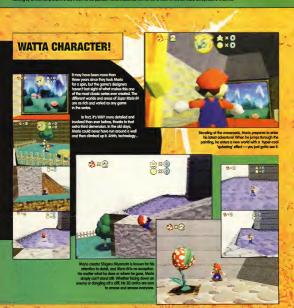


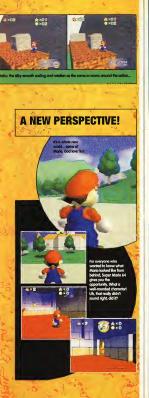






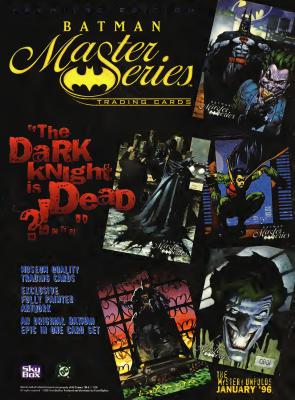
Running by an evil Frump is all in a day's work for our plumber friend, it looks like he's run out of room to run, but Mario always seems to survive.















ying to pite as many 3D Mario experiences into one year as they can, ando is pushing this out on to Super NES, again, Bowser has taken Princess Toadstool EDS with a princess, or why he keeps trying again and again? That always kinds gets glossed over, y'know?), and it's up to the little round mus-tached one to get her back.

Designed by the RPG gods at Square, the Mario

on an RPG-style quest, but keeps many of the game play ele-

ments of the more traditional side socioling Mario games and puts them in a 3/4-year world. Like in most RPGs, Mario wanders from place to glace, search-ing for class and going on mini-guests to first needed litems or other characters to flight with him, but as with Landstaker for Genesia, there's also a lot of numing, jumping.

me uses rendered images and artwork to bring Mario into the 3D age. There's every

game before you get to see the Ultra 64 Mario, which would make it Mario's first game in

rendered graphics and a 3/4-view ring its RPG world to life. Designed by the RPG masters at

Square, it's as pretty as you could

Princess Toadstool is once again in the evil clutches of Bowser. You'd think after being abducted so many fimes, she wouldn't even go outside anymore



this time either He's got a whole army ready and waiting to keep her from being rescued

Sowser isn't



And when a princess has been run off with, there's only one person to call --Mario! Well, actually, there's a lot of guys who have made a career out of going after princesses, but don't

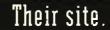


Combat, however appears to be handied via traditional RPG combat screens, although with a definite Mario spin when you select 'attack' from the menu, the little guy









Our site.

http://www.gameplayers.com

Where the cool people go.

GAME PLAYERS

# CYBERIA











- "...One of the most impressive games of the year."
   Frank O'Conner, Editor-in-Chief, Video Games Magazine.
- Stunning SGI graphics
- Killer music from Thomas Dolby's Headspace
- 11 intense arcade action sequences
- Mind bending puzzles

# Danger never looked so good.

This is the most incredible gaming experience ever. Dolby sound, music and full-screen cinematic motion so realistic that you'll lose yourself in the year 2027. Puzzles and plot lines so intriguing that no two games will ever be the same. Characters so complex that they'll become a part of your life.

It's an epic adventure, more than two years in the making. The real danger is that you might miss it.











# Enter the CYBERIAVirtual Vacation Sweepstakes

and you may win a 4 day, 3 night trip for 2 to Los Angeles.

## Experience:

Air Combat USA"

Virtual World\*

Universal Studios Hollywood\*

Enter at these exclusive locations...









making an efficial with 'Um' board at printingting Discussion behalping, or all Scientification of the original printing of the growth or DHSRM SMITES\*NESS, 400 Ees 6000, begin Minley of the Confession Smites Smites, 400 Ees 6000, begin Minley of the confession of the confession of the confession of the local that residential, marketed logistic printing and section of local that residential confession of the confession of the confession of local through the confession of the confession of local through the confession of the confession of local through the local through through the local through the local through the local through through the local through through through through through the local through thr

6798, Dept 561, Newport Beach, CA 99568 Vord where prohibited 00996 UDS, Inc All teademaks are the properties of their respective owners.





# Blastdozer

Nintendo/Rare for Ultra 64 out of left field, this may well but out to be more fun than half the other U64 titles combined. There's not much sub

Near as we can tell, the game is pure, gratistous, mindless nuction — straight up, no chaser loting a number of different wrecking machines, from the ed-up buildozer of the title to more specialized equipment (a echanical scorpion?), the apparent goal is to play into as the surrounding real estate as you can and raze it to the

rd. The more houses and buildings you can destroy, the money you get to buy better equipment and destroy even more stuff. It's a totally sally concept, but it looks like a comp

efter all... (that is a

e? Here's the re NOT making this up?



Later, you can spend your lahem) hard-

earned money and buy even MORE destructive equipment. like this 'Crusher brand wrecking 'mech. Be the first on your block to own one - before you level the block that is

Sure, destruction of public property is a crime, but man, is it fun or what? Note the Money Meter in the upper right corner.

Here ya go, ripping through urban landscapes and down the Pacific Coast Highway, bashing anyone

who gets in your way. Does it look like a good timeand does it look as good as the 3DO original?



buildozer, but it don't ACT like one. When was the last time you saw a John Deere take a flying loop like this?

A wrecker scorpion? Hey, why not? They're just polygons...

Creator

Nintendo for Ultra 64

Dat the dawn of time are featured in this another U64 title whose release is so far off that details are sketchy, but the

One thing you can say about the Creator demo is that it shows off the U64's mip-mapping feature better than anything else - no matter how

dinosaurs still hed noshinkai 'oohing' and 'ahhing Jurassic Park without the park? Gotta. go, raptors are at the door

Player 1

Road Rash Electronic Arts for PlayStation

Vice ha. One of the classic imust-have filters for 300 (remember, the FRST 32-bit system), armes for PreyScation (the latest 32-bit system). It looks like a pretty straight-up conversion, keeping the same tracks and speed, and distilized video and twisted graphics. There's some argument around the 644/E PLAYERS office as to whether this looks better or worse than the 300 version, but since at gress time we haven't seen a final version yet, we're all reserving judgement. The *Road Rash* seres has alweys been fast and fun, and it doesn't look like it's going to stop now. Watch for it



dose you get, the critter still looks pretty smooth

42 CAME PLAYERS February 1906













22904 Lockness Ave., Torrance, CA 30501 Privotil LEGIONS is a tradimerk of D Sego Extraprises, Ltd. 1995, Notificated by VIC TOKAI INC. For more information call (210) 320-3000.





Sega and Saga Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. and we don't know a whole of more about it now. The

# Buggie Boogie

ittle car from the available list of parts and gons, then test them in cat against either the Also, at the risk of soundin like a broken record, to

r. How the game is

look cool and the highly detailed cars are certainly impres sive. April can't seem to get here fast enough.



While the game's mechanics are still kind of sketchy, the cars themselves show a level a detail and a gloss that's hard to ignore.

Occools boy - flying through tunnels. Note the way your lasers light up

### Silverload Vic Tokai for PlayStation

his strange Mtle graphic adventure looks like it's delinitely worth checking out. Incredibly atmospheric, it's a supernatural quest set in the American West in 1879. A Vide slow moving, and the interface con't exactly infutive, but the game is creepy in the extreme — oddly reminiscent of the Tex Arcana. graphic novels, except the game is in color — and kept this poor writer playing longer than he needed to for a preview write-up.



It seems that some kind of demons or monsters came out of a storm and stole a couple of children. Hope my six-gun works against demons...

## Descent

Interplay for PlayStation

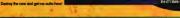
One of the most popular and best PC gam of the last year comes home for PlayStat Taking the concept of Doom to the next level, Descent puts you in a spaceship that FLIES through corridors. Since all the action takes place inside turnels that have been carved

through big asteroids, there's no gra by — in other words, finget should Ittle things like 'up and 'down,' you're

This is practically the defifew touches over the original PC version, like colored lightl-sourcing (you laser beams light the walls as they

Skinny Puppy and Type O Negative. Best of all, the networking option from the PC version has been kept in, so with two PtayStations and a link cable

you can battle another player. Do we like it? I think we do...





with no sense of direction may not

sound like fun, but trust me, it's a TOTAL BLAST



the surrounding tunnel - keen.



fer on a curve



This ain't 'Timmy the Tugboot,' not by a long shot. Wave Race 64 is fast and challeng ing, and the water acts like real water, with ripples and waves, and not a flat surface in sight.

Note the way the boat dips down into the Believe it or not, the boat in front just ed over the one in back as it ed, pushing it down into the drink.



Sitertaze's actually the name of the town most of the action takes place in.
The way the population is dropping though, I don't know if I really warms go in
there. Soooky!

# Deathkeep ssi for 300

A to SSI's
Slayer, this is another tine mix of loom-style action and u can choose to play a classes (which mostly

AD&D-based RPG. You can choose to play as one of three character classes (which mostly boths down to whether you want to kick as or sat spells), then plunge into the games 25 dungeons and time.

411

him to the loy prison he escape from. Actually, it is among the smoothest, gloss est looking game we've seen in a while, filled with great-looking me sters and devious trace. Vany cool

Destrikes boasts some of the best-looking, and fasteing, graphics we've seen yet, especially on 3DO.

# Braindcad 13

Readysoft for PlayStation

Wyst now, it seems Dr. Nero Neurosis, an evil domination, and both pick notice, is better on word domination, and only Lanch, a highest but hip competer repairment can stop him. This last is right now be wealth the carton, push a beautify side of game file Relegient. The same folks who brought you Payon's Law and Soace Act, are known for. The enimber on gallify a consolent though, and it looks pretty aimusing. You could do worse.



And so it's up to Lance, Gen X com puter repair guy to stop him. All he he to do is get by Fritz the Doctor's subha man henchman. I'd bet on Lance though — he's the only one among





DEPART

Wave Race 64
Nintendo for Ultra 64

W Mintenco's handy extremely Japanese press kit comes to this game, it says, 'Observe the water surface's

peer lit come to the germ et.

bear lit movement is this pare the water cace separe to Germe the water service.

Beaton me, but i geen that described it as well as a spriling in fact. The opportunit racing iff,

be been very cook it in motion of the water relay is modeled continuity and the critim moved at a
delivering peer, and only only off and off or with the common moved at a
delivering peer, and only only off and off or with the common moved at a
delivering peer, and only on ordine at life of the peer.

Cook and deliver common peer relative the production of the you operated it but if you operated it but you operate or you operate your operated in the your operated in your operated in the your opera

Oooh, looks like it's gonna be fight going under that bridge! No problem, just pull in your hydrofoil "wings" and slip right on through.





### Pilatwings 64 Nintendo/Paradigm Simulations for Ultra 64

The four directhe U64 controller allow you to look in any direction. If real than this, I'm





This series of shots does little justice to the smooth-flying graphics of Plistwings S4. Note the totally un-blocky texture maps on the ground and the walls of the cave.

As well as the hang glider,

you also get to pilot a mini-helicopter a rocket pack and more.



Zelda 64 Nintendo for Ultra 64

Wron! Link makes his trumphent break into a polygon universe — not now, of course, but wh, real soon. Well, OK, not REAL soon, but by next

ed 'bully gine,' and will meet likely be the first game analoble for that format, ce the bully drive isn't set to be amounted until the next Stockhirkov, to be held lovesther '96, that means that the game itself is at least that far off. SIII, the es they had at this last show were running on actual (cart-based) US4 hard



### Iron Andel of the Apocalypse-The Return Synergy for 3D0



sorta thing, but the sequel breat





# Carget Or Be Targeted





Pacific Theater of Operations

Coming Soon for:

SUPER MINITER

The battle rages on. Two opponents.
Two strategies. The year is 1941 and the scene is the Pacific, Japanese Zeros appear on the horizon, marking the beginning of World War II. From Pearl Harbor to unconditional surrender, this is your battlefield. PTO II delivers the power to

control this infamous war. With new technology, faster and better war machines are at your disposal. Command the guns of the mighty Missouri, launch devastating Japanese fighter attacks, or storm the beaches of Okinawa, India. Australia, and the east coast of the United States mark new regions for enemy domination. Three campaigns await the most ambitious of generals while single-ship engagements prepare you for more! Play one of three major campaigns

- or seven short scenarios
- Set your own victory conditions Execute precise military maneuvers with over 100 unique officers
  - Select from 120 warships, 60 fighters & bombers, 20 submarines, & 10 categories of tanks Intercept & decipher
    - enemy messages using technologically advanced weaponry
- Command forces from 70 strategic bases around the globe
- Full motion video enhances special events and commands (not available for Super NES or IBM CD)
- One or two player excitement

Screen MES Screens Server

ELCV Belleau food

TORPEDOES ARE A DEADLY FORM OF ATTACK.



STRONGARM PRESIDENTS. PRIME MINISTERS AND COMMANDERS.

POWERFUL GUNS PROVIDE LONG-RANGE FIRE POWER.



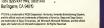




**KOEI Corporation** 1350 Bayshore Hwy, Suite 540 Burlingame, CA 94010



Available of your favorite retailers nationwide. Phone 415/348-0500 for additional information or to order direct.



Flying through an unreicted 3D world is a w experience for Fox McCloud, but don't ubt that he's up to it, n with giant robats ving particle can-



This game is so early, half the areas don't ever have enemies yet, making it seem like Fax is just Bying his Airwing to work, or something... The game also updates the big, boxy bosses of the 16-bit original and gives them a little more polish

and depth.

# Star Fox 64 Nintendo for Ultra 64

no been snubbed out of a 16-bit sequel when his Super FX2 chip crashed and and the second of the second s

For one thing, near as we can tell the track-based flying of the original has been left, d, and Fox now has a full range of motion through his 3D environment. Texture maps expliring and an analog poyalick bring this closer to the true light experience everyone

### Body Harvest Nintendo/DMA Design for Ultra 64

U high, it basks like a bunch of sheets are best on investing Earth and eating any humans they find. Bad news. On the upeade though, it means you get a chance to cause all kinds of mass destruction in the name of pro-

cting the planet. Goody! This title is very, very far off and may even undergo a range before being released, but the premise is ng — not the backstory, but the mechanics of the e main character (A marine? A soldier? A cook? driver gone nuts? No word yet) spends the ga

is he finds that might be able to kick a



Namco for PlayStation

iumo into any vehide

Ridde Racer Revolution same, even that pusky chop-per is back. Safe to say that if

or everyone out there who loved Alidge Racer, here's more of the same. Offering a new track, a few new cars, a rear-view mirror, and a lot less draw-in, this isn't a do-over of Ridge Rocer the way Writte Fighter Remix was a do-over of Writte Fighter, but a entirely different game using the same programming engine. It's tast, it's pulse-pounding, and it's still just as easy to fishtail all over the course.

this and the original game is the rear





# THUMB BREAKS FOUR WORLD RECORDS



### By COURT CRANDALL



night with a record-breaking 140 points in NBA Jam Tournament Edition. followed only hours later by a new speed record in Super Burnout? "There is no 'I' in "HAND." Thumb said. "Every finger played a role," By 1:34 p.m. Saturday, Thumb added a 14-stadium reign in Supercross 3D." The rest, as they say, is history.

▶ The deal- Moments after the fourth record was shattered, sports attorney Bob Prichard said his client and the sports world were still far apart in terms of contract negotiations, Prichard cited the discrepancy between his client's salary and

those of other much less valuable body parts like the big toe, guaranteed \$5.6 million per year, and the right eyebrow, which earns a cool \$6.2 million plus incentives. ▶ The injury- "If we were talking

about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury." ▶ The system- After the tickertape

welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.



### How The Records Fell In a mere 48 hours, Thumb propels himself from

body part obscurity into sports mythology.









racing, basketball and sooper gemes soon





ou're goring love this. Based on the most recent cycle of grant monster movies, this game is noth-ing less than a full blown Godzilla simulator/strategy Featuring Godzilla, Mechagodzilla, Space Godzilla. Agera, Rodan, Mothra, and several thousand tons of mi-

ary hardware, it looks like a blast. Godzila fans, unite! Get off yer

Here he is, the one a only, doing what he do



Bahumut Lagoon SquareSoft for Super Farmicom





pasting plenty of digitized vid on the latest batch of Japane movies, Gadzilia is a gid

# otta RPGs this month, huh? Anyway, this is

another of Square's big, beautiful probably won't ever see on this side of the ocean. Why? I dunno.

our hardy band of adventurers, although, oddly enough, the game is set in the far FUTURE. This is the direct sequel to Front Mission, which is her Square game that hasn't made

I mean, LOOK at this stuff

グランベロス管理との最終ではは

And they do protte on - sometimes really wish I could read Japanese without keeping a kanii dictionary in one hand. Then I

could get a shot at playing this.

the latest in the wildly mushrooming little sub-genre of HMV-based mystery graphic

adventures. The Psychotron follows squarely in the tradition of Aku Gyaku no Kisetsu (very, VERY loosely The Sesson of Evil Treason) for 300 and J.B. Herrold Chicago Blues for PlayStation, Oddly enough, not a sin, gie one of these have ever made it over this way (the closest we've ever gotten is Psychic Detective from Electronic Arts), which is kinda disappointing, since it seems like the best use of FMV we can think of.

The Psychotron follows a shortly more high-tech espionage-style story (with, if we're getting this right, a ral edge), but it has all the hallmarks — get to the scene of the crime, question witnesses, scour the city for clues and get to the bottom of it all. Maybe one of these days someone can get if

into their head to import one of these. Until then, just look at the pictures.



the Pacific, check this. A couple of years back, there were a pair of



for Sega CD released here by Renovation, known in the States as Cobra Mission and

wenger, respectively (part of a trio along th Time Gall. You know, the sort of 'watch the video, push a button' sort of game that's been kicking around since Dragon's Lair? Anyway, now you can get them both in

one package. Gee, now ain't you glad you live right here in the good old U.S. of A?

Falcom for Super Famicom

the usua around and tolk to RPG stuff. It looks good

rough, and the Ys series

has always been above average

een a while. This is the latest in the long running action/RPG series, the st of which was released here over ro years ago. The series has bour ound from the NEC PC Engine (ki

re as the TurboGraf-X — anyo er the TurboGraf-X?), to the Super NES and the Mega CD (in Japan, anyway). Very Fittle word yet on storytine, but it's clear this falls squarely in Yatradition of RPGs using action instead of battle screens. It also seems like this one is

going to have more than its share of female characters — we're going to follow it closely.

Psychotron Communications for Saturn

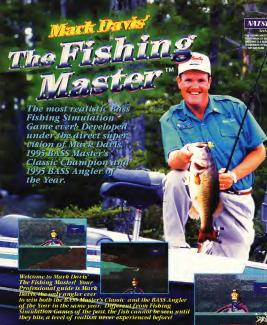


Although FMV has its Brilletter's using video to show a ness giving you a story seems like a good

way to use it.

as well as your brain.

Note the power bor and stats at the bottom of the screen - that's right, you're going to have to rely on your reflexes



Join Mark Davis for a fishing experience you'll never forget as his digitized voice utters words of excitement or despair. Whether you are an amateur or a longtime fishing master, you will love the libra of contains the prize bass!



Nintendo

For dealer inquiries or the nearest store location, call: 310-568-9800

SVG Distribution

SUPER MATERIAL CHARLES OF THE STATE OF THE S

TENDO, SUPER NINTENDO ENTE MMENT STSTEM AND THE OFFI LS AND REESTENED TRACEMA WINTENDO OF AMERICA INC.

## 200 **BattleSport** The earliest games developed were crude devices, Captain Ouazar made of rocks and sticks. The earliest game reviewers **Cutthroat Island**

Cyberspeed Hi Octane In The Hunt

**Johnny Bazookatone** Jupiter Strike

**Primal Rage** PTO 2 Revolution X

Solar Eclipse Thunder Strike 2 Viewpoint Wing Arms Zero Divide

Those cave guys knew about this, and so will you, as soon as you get up in the trees with us

100% Flawless 60-69% Good 20-29% Heinous 90-99% Ultimate 50-59% Average 10-19% Putrid 80-89% Excellent 40-49% Lacking 1-9% Shoot Me 70-79% Very Good 30-39% Crap

were crude people, who burped and stank, You better thank your lucky stars at least the games improved!

SkyBox International Presents



COMING THIS DECEMBER!

IF YOU MISS THIS BATTLE, YOU'LL MISS THE WHOLE WAR.





# \$59.99 / PRICE

SATURN

We weren't too concerned when Jeff Lundrigan began taping feathers to his arms, but when he headed for the roof, singing 'Come Fly With Me', we had to stop him!

it's too damn short -- there are only six stages,

and while it might take you a day or two to get

through the whole thing, once it's over, it's over.

How much trouble could throwing in a two-player

split-screen mode have been? Or how about a one-

any optional difficulty settings. It's fun while it lasts.

player dogfight practice mode? There aren't even

but it doesn't last long. GP





ere's a lot of folks who seem to want to believe that Wing Arms is the Saturn's answer to Warhawk, Strictly speaking, that ain't so, and you could even aroue that comparing them isn't fair -- however, that doesn't mean we can't go right ahead and do it anyway. As it works out, Wing Arms isn't nearly as good, although it comes out OK on its own terms.

The game gives you seven kinds of planes to choose from, and they really do all handle differently, but it's not seven different lanes to choos exactly a completely new experience with each differdoesn't make the game ent craft. The draw-in especially during the from craft to craft. 'canyon' portion of stage

three, is pretty bad. The designers have taken a shot at software-based mipmapping - using less detailed

texture maps on objects that are farther away and more detailed textures on objects that are close - in an attempt to both put less demand on the processor and make the game look better, but the results make you wonder if it. was worth the effort. On the up side, except for the canyon stage, which is

both ugly and mildly frustrating, the game itself is enloyable enough. The

MUSIC & SOUND FX

main problem is that (here it comes)

hough, it's not bad game at all, and it it

On bolance

but the

**GRAPHICS** 

O Solid and gargeous most of the time. Bad draw-in during

 Nice gunfire and screaming engines. one or two stages. The music is undistinished, and the



nly six stages, and no you're done

1NNOVATION

O There's a nice mix of Not much else here that's new.

February 1996 GAME PLAYERS 55

REPLAY VALUE O Fun and exciting



### ENTER CASH FOR FUN Jo Send us the BEST JOKE and WIN \$1500, or \$1000, or \$500 to spend on whatever you want! Video System? A Bike? A Trampoline? A Computer? A Stereo?

# Would *This* Make You Feel Baller

Write Your Funniest Joke on a Piece of Paper and Send

It To Treasure Cove and You Could Win CASH! First Prize, \$1500! Second Prize, \$1000! Third Prize, \$500!

CONTEST RULES: Send your joke with the coupon below completed and your \$4 entry fee in cash, check, or money order (no coins). Return your entry to the address on the coupon. Enter as often as you wish, but each entry must be on a separate piece of paper and each entry must have its own entry fee. All entries must be postmarked by April 15, 1996. Your joke

will be judged by an impartial panel of judges.

### REE BONUS ONTEST!

WIN a PLAYSTATION and

Tell us on a separate sheet of paper what you think our next contest should be and what prize we should offer. Be specific! Most detailed entries will win. This contest is RREE OF CHARGE! One entry per person. All entries must be postmorked in 1996. Winner will be notified by Just winning idea will appear in June is:

All Entrees must be Postmarked by 4-15-96 Yes. Enter my joke in the CASH FOR FUN Joke Contest! Here is my \$4.00 Entry fee

Send cash, check, or money order (no coins) to:

Name Please Print Leably Address:

State:

Zip Code VOID WHERE PROHIBITED BY LAW Employees and families of the

re Cove Corporation — Dept. GPL003 McHenry, IL 60051-0310



challenging, here's your game. The enemies are lethal, and the flight paths often through VERY fight caves bristling take a fine touch to get through.

Flying through the caves reminded Jeff Lundrigan of all that time he spent in dark closets as a kid — but without the chains.



ou know, Total Eclipse was one of



While the herky-lerky control isn't as

rolls and fly on its 'side.' In fact, in

some stages, you have to.

the first 32-bit games ever. released simultaneously with the launch of the 3DO. It was a big disappointment, both in terms of graphics and gameplay. Now, two years later, here we are with a sequel. I initially expected this wasn't

going to be any better than the original it certainly didn't LOOK much different, and my initial reaction to the lerky way it controlled wasn't exactly positive. However, after sticking with it. I have to admit it's very good. Not great, smooth as I'd like, you do kind of get but it's very good used to it, and the craft can do partial

First of all, it's extremely challenging, in fact it skates right along the edge of being frustrating, but generally manages to avoid tipping over the line.

Second, there's a fair number of different special weapons, and some hella tricky enemies. Last, although the draw-in is noticeable, it rarely bothers you too much. In short, while there's no one thing I can point to that really knocked me out, it definitely kept me coming back for more, and it lasted a good long

while. Worth a look, GP GRAPHICS

MUSIC & SOUND

NOVATION AMEPLAY

REPLAY VALUE

There's also a first person cockpit view, but it limit you field of vision so much, it's practically useless. Personally, I cansider this a big minus.



1 / SIZE e/D now / AVAILABLE S55 / PRICE

future, speeding will be legal and every vehicle will be armed to the teeth. Ahhh. I can dream, can't !?

When Roger Burchill was eight years old, his mom tied him to a pole in the back yard. To this very day, he still runs in circles.



ccasionally a good game comes along that bees comparison to a great game --- like CyberSpeed to WipEout. First of all, CyberSpeed's designers should be commended for their attempts to put a twist on the gameolay that WipEout has down to perfection. As one of eight rocket-propelled crafts attached to an energy beam that

runs at the center of a bobsledlike course, racers must steer to the inside of turns to maximize the energy transfer from the beam to their race craft. With ten ply of bar tracks, weapons, turbo, reverse, and short cuts, there are plenty

of challenges for the racer willing to take the time to explore all of the

If you

ect the

But all those possibilities are also CyberSpeed's downside. WipEout's

GRAPHICS MUSIC & SOUND

strategic possibilities

NOTAVONN GAMEPLAY

REPLAY VALUE 79%

interface allows a player to jump in and begin playing. CyberSpeed makes you control your craft in an entirely different and somewhat unnatural way. These control problems result in a steep learning curve for the wouldbe player. Wouldn't you just rather sit down and play WioEout? GP



# PLAYSTATION 📆 📑

SIZE / 1CD SAVE FEATURE / memory cord DEVELOPER // Time Women AVAILABLE / nov RICE / \$49.95



After being schooled in the art of fighting, Roger **Burchill** now fearlessly walks the shopping malls of the earth, carrying his wife's purse!

A ithout a doubt, one of them most ridiculous cliches in the videogame industry is the insipid storylines that are created for fighting games. In the case of Zero Divide, there is some rambling on about the Xtal Tower and facing some all-powerful boss named Xcom... oh, who really cares? Let's fight!

It's in the fighting that Zero Divide shines. Fight



command interface has you kickin' butt like a Manne drill instructor in no time. But don't think that just because the commands are simple that there's no challenge. Zero Divide's artificial intelligence ranks with the top games of the genre, include hidden moves, a wide variety of fighting styles for the characters and a final boss that is extremely difficult to get to and you've oof more challenge than an afternoon stroll up Mount Evenest.

On the downside, the blocky graphics seem more reminiscent of Virtua Fighter than current graphics champ Wrtue Fighter 2 and all the development time must have gone to the seamless gameplay, because not much of it went to the sound. Beyond that, the only downside for Zero Divide is that it's an excellent game in a field that is ruled by a few out-



Quick and punishing — throw moves are one of the strenaths of the game.



standing titles. GP

Strike a pose. In the end it's not how you feel, but how you look!

Accurate light sourcing and smooth animation let you forgive the slight lock of detail in

the graphics.

GRAPHICS MUS1C & SOUND FX

**EXCELLENT** 

1NNOVATION

GAMEPLAY

REPLAY VALUE

Pizza, beer and a fighting me — who needs wo



PRODUCT / GENNE 1 / PLAYERS 1 / DC / SIZE None / SAVE FEATURE Acdoim / PUBLISHER Totlo / DEVELOPER now / AVAILABLE \$59.95 / PRICE

# JUPITER STRIKE

Girls always told Rager Burchill that he should go to Jupiter to get more stupider.' We say, 'OK Rager, you're stupid enough, it's time to come back home.'





Why is it that Earth Defense Forces are olways guaranteed on ass kicking? Lucky my fleet was hanging out on Jupiter.

Relation between how good a game's intro sequence is and how bed its gameptay is. This is definitely the case with Jupiter Strike.

As beautiful and creative the

Intro sequence is, the rest of the game is a rehash of the standard track-rooted shooter. Ary, hint of innovation would have required a true 3-D world to freely roam. As it is, the graphics look adequate but seem highly derivative of Star Fox for the Super NES. Unfortunately, the graphics are about the onth thino that allues to in

> 32-bit game. In the category of sound, Jupiter Strike deserves a special achievement award for the absolute worst music and effects. My old Pong game almost had better sound.

In the area of gemeplay things are even be
here bedeer. The supsome the day! possedly agills
gove the day! flighter you go
to-one odds
and the ten million to trid off lacts
about even all the

icum of maneuverability and with no power ups, there is no way to improve the craft's substandard weaponry or to repair damage during a level.

The choice of views adds some variety but both have serious flaws which prevents the selection of just one for the entire game. Cought that with the inexcusable absence of any way to save your game! You'd better be prepared to finish the game in one amonying stiting, but with the game dynamics slapked so badily against you, duriet.



The inside view narrows the field of vision somewhat, but at least you'll be able to see your forget.



got 33 different lasers, missiles, rockets, robot arms, and mines, and live got lasers with no power

count on it. GP

Death is a ristural byproduct of this game get used to it. Actually, I think you could life this under mercy billing. GRAPHICS 8



The outside view provides the best field of vision but it places your ship precisely in the most obstructive place.

REPLAY VALUE 4

 You better finish it all at once, because if you dan't you're storting all over.
 If you're smart, you won't even consider



nd the earth while

k. What, uh... fun

No power ups and no

Where's the true 3-D? thought the next generation was supposed to set me free!

Mave around and shoot like hel! Boring!

MUSIC & SOUND FX OMNOME IT Stop! The music

Make it stop! The music equals an instant insority defense for a murder trial.

The heard 8-bit games that sound just as good.

sequence. If it were a movie, I'd pay to see it. O Rendered polygons at least make it look like a 32-bit game.

48%



UBLISHER / US Gold DEVELOPER / Arc De AN ABLE / now PRICE / \$59.99



When Patrick Baggatta come to work with a pompadour, we weren't concerned. But when he took out his guitar and loaded it, we knew it was time to dance!

hite games like VF2 and Sega Rally allow us to get a good look at the Satum's 3-D capabilities, it's still not evident what the machine can do with a more

traditional sidescrolling action Taking a game ride in the air until now, ducts is donsty close to that is. Featuring

mine cart levmusic from els of days Richie gone by. Sambora of Bon Jovi, Johnny Bazookatone is

a bit of a flashback to the days when side-scrollers ruled the world of video games. The only difference is that the Saturn is capable of turning what might have been a bland and lifeless game into a colorful, fast action title. While Johnny Bazookatone may not represent

the cutting edge of videogame technology, it does represent a nice effort in the familiar genre of leftto-right shooting action. The backgrounds are highly detailed and richly colored. The characters are uniquely conceived and display a reasonable level of intelligence, while the levels often display innovative design.

The only real drawback to Johnn Bazookatone is that it's overly difficult. Right from the beginning, this is a challenging game and will, no doubt, frustrate the average player to some degree. For side-scrolling masters, however, Johnny Bazookatone is a

great-looking, challenging action game with a genuine sense of rock 'n' roll style. GP

The big firepower of Johnny's magic guitar is unfortunately a time-

The intro animation is tainly could an a sixteen MUSIC & SOUND FX

Finding hidden items is an important part of the game

action is really strong probably the most impres sive aspect of Johnny Bazookatore is the graphics.

The rich colors and ic artwork adds a lot to the game O The enemies are very

ack is nicely done.

GRAPHICS



There are a few neat tricks here and there.



bit game

1NNOVATION

GAMEPLAY

REPLAY VALUE

## Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game Superbly detailed graphics, unprecedented fighter control, high quality soundtrack, awesome depth and challenge are all combined to give you the most complete lighting game experience available

Get it at your local retailer!

# FATAL ERROS



- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly moves and killer combos and for the first time in any 3D fighter-jumping attack in combo
- Zero Divide's unique Ring Edge allows skillful fighters to grab onto the rim of the ring and pull themselves back into the light
- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360' view even in replay mode









ZCOM



IVES / LEVS DILABLE / nov PROE / \$59.99



hics area and functional.

ou know. I've been a fan of Koei's games for a long

time now, the original PTO

included. Now they're back with





PTO IL On the one hand, they've made some notable improvements to the menu system. On the other hand, I think I can safely say they've designed the single most complex game ever

You're not only in charge of moving around made. I've been playing strategy ships and men, but running your industrial games for years, but it took days base, uncovering new resources, and even just to figure out how all the sending out spies. options and commands worked. much less floure out what strategies were the best. This is planning and

waging an ENTIRE WAR, from commanding each fleet engagement to running industrial production and keeping your forces supplied Due to time constraints, I wasn't able to play it long enough to really understand certain aspects of the game, or even win consistently. The manual doesn't help much - it barely covers how orders function. The level of detail is both incredible and daunting.

GRAPHICS

MUSIC & SOUND

NOUVATION AMEPLAY

REPLAY VALUE

If you're the sort who's puzzled by Stratego or Battleship, I'd steer clear. Hard core wargamers however, look no farther - it's not the Holy Grail, but it'll do. GP

Part of the

• III Tanikaze

The only things that kept this from a solid '10' in Gameplay are the dull and epetitive battle screens.

# **GENESIS**

DURY ISHER / Action PRICE / \$49-59







He's proud to be a charter member of Generation X. but Mike Salmon wants absolutely nothing to do with Revolution X and the saving of Aerosmith.

# EVOLUTION



save the music and, if you have any taste, vou'll let 'em have Aerosmith's music and play another game Revolution X is one of the most mindless shooters ever. The sound is annov-

ing, the graphics suffer from severe pixelitis, and there is no gamentay to speak of. At the arcades you at least had a light gun and some better graphics, but at home the game is an even worse effort, with repetitive enemies, poor

control, and some of the worse digitized voices ever. The motion-captured enemies tack any life and the backgrounds are worse than univ. And you can't even shoot Aerosmith! If 'Janey's Got A Gun' is your favorite song and you dress like Steven Tyler, then get this game However, if you like video games that entertain, look elsewhere. GP

and over again.

MUSIC & SOUND

INNOVATION

GAMEPLAY

REPLAY VALUE

vo her. On every leval.











he meant.

gooder leaves quite a bit to be desired as an action-gaming

'Call me Captain, damn you!!! These were the last words we heard Patrick Baggatta speak before he left in the padded truck, We're still trying to figure out what

orom the opening rap song which sings the praises The Places You'll Go of a new world-class superhero, to the final level of the game. Captain Quazar is a big disappointment. Rumored to be the next 300 mascot, this space-aged do-

arance from one level to the next, the e remains very much the same.



Outside of the poor play-control. Captain Quazar leaves something to be desired in its uninspired environments and overall concept as well. Though there are a few unique missions, for the most part the name of the game is shoot everything that moves, and the action is neither fast nor intense enough to support

such a mindless game plan. Marred with complications, Captain Quazar is a let-down on several levels and. though there have certainly been worse action games, it's not difficult to find better. GP

most average of average games. Coming up short in

hero, and in fact, there is very fit-

tle here that will make Captain

Quazar stand out beyond the

The cartoon-like style netimes funny

**GRAPHICS** 

54%

MUSIC & SOUND FX

one in the book

INNOVATION

Exploring the desert is an often disorienting experience, even with the help of the minimalistic map feature. The fact that the map gives no indication

GAMEPLAY

REPLAY VALUE





NHL 96' Street or your helmet and onch up you skates because not NICE hookey A feet and furous of out assault on your senses where brookwith bone quaking body checks. Updated teams and clavers! \$58





field with the world's hest This is the NFL, where and Seau describe the word ht. And where game breakers ice Rice and Sanders will

DAY' Take the

NFL CAME

ER 2 This revo

lutionery lighting game is faster more realisto and harder to best. Two new characters and texture mapped graphics with ever chancing 3-D perspec tives make this game outstand ingl SAT 556

ASCII Fighter Stok

Playstation System PSX Combet Cable PSX Game Gun

3 December 195 7th Guest 2 11th Hou Asia Warner F-111X

Casper SS Cestevarie Bloodetting\$4

Chronides of the Sword \$54

Air Combet Alone in the Dark

Boeng 16 DrainDead 13

Cybena Cybens CNA Imperative Deedly Skess

Doom Dooble Hender

GEX 16-Octans

Jamping Flash

Loaded Loaf in Time

Magic Carpet Monal Kombet S

NGA In the 2216 NGA Jen Toursament NFL Full Contact Fitselt

NPL Carrie Day NPL Quartertick Club

Ocada Hender Oragoni Lair I or 2 es Dungeoni & Oragoni ESPN Extreme Earthworn Jim 2 Extreme Probal

PSX Multi-Tee

ASQI Right San Shor

VIRTUA FIGHT



onli-growty rac ing with the only racing game where combat comes as sten dard, Savor the wild stomach twisting driving or go full throttle on on incredible selection of tracks PSX \$50

4XX Opens & Outs 7th Quest 2 11th Hou AD&D Fightiers

Agte Wenter F-111X Aben Tslogy Alone in the Dafk

Aslel Detman Forever

Blazing Dragons BreinDead 13

Clockwork Knight 2

Kingdom O' Mege: Lest Bounty Humer Legecy of Kein Bid On Megic Coppet Megic Knight Raywert

NFL Quetetox Out 1 NHL All Star Hockey

PTO 2 Perger Dragoon Parger General Primal Rege

Return to Zork

Soler Edigre

Toh Shin Den Vytus Cop with Sta

Virtue Fighters 2

Wing Commender 3

Within Day Syste

Mano Clash

\$35

Witten Riverno WWF Arcede

Wing Arms

Myst NDA Action

SDO Complified 2

3DO M-2 Appelorator \$249 SDO Digital Vid Module \$129 SDO System Goldsier \$299 3DO System Gosson \$399 3DO System Panesono \$299 Flight State Pro \$69 Gene Guru \$29 3D Africa 846 Cosper Corsix Zone

Bellz: The Director's G Bartle Sport Blade Force Ceptain Quozar Cestle Wollenstein 30 Clayfighter 2 Crash & Burn

Destrikeep Doorn Fiving Nightments

Gunsinger Collection Ison Angel Apocatigne I Junesis: Perk Killing Timo Kingdom: Fer Beaches Last Boursty Harser Off World Interceptor POvel Pomel Rage

Robel Asseult Return Fire 2 Sumans Showdown Stem & Jem State Pull

grace male verageone zar Fighter oper St Fighter 2 Turb syndoles Therae Park Fee Gun Vytuni Stadium Baseball \$54

CDI 200 Magnewax Ply: \$349 CDI 550 Magnevax Plyr \$475 CD-1 Digital Video Cest \$229 Di Digtal Video uar Di Garte Ped Di Roller Controller Ves & Alber

vine Metrol Hender of the Crown nd Dog McCree & Gun \$72 Med Dog McCree 2 O 1895 CHES A RITE, BIC

teach you the scood PSX 852

Karren Pider Zo CO

Micamum Cerego 2 Morai Kombet 3

Lithi Enforcers wigun CD \$36

Lobo SS6 Luner 2 Eternel Blue CO \$45

NSA Line '96 SS4 NFL Quintertok Cub '96 SS6

M4L Hockey 16 SSB Nobenegi's Antonion \$29 PCA Tour Institutional 195326 Phantiery Star 4 SS3 Possinorias SSB Power Rengers 2 Moves SSS Record Rengers 2 Moves SSS

Secret Moniery Isled CD \$36 Streng Force 2 565 Spot Goes to Hollywood 554

Ster Trek Deep Space 9 Ster Trek TNG Super Street Fighter 2

TNN Outdoor Bass 96 Tecrae Super Bowl 3

Aften Jaguer Secrets

Dankey Kong Country 2, \$12

Mortal Kontout 3 Secrets\$12 Phortagy Star 2 \$12 Secret Of Mone \$12

Secret CF Merrie 312 Virtua Fighter Stretegy 85 Yoshi Isind/Maria Wild 2 \$12

MARS 32X

Monal Komber 2

Night Trep CD Sixm City CD

Tempo Victas Pighters

Brytal Above the Clear \$42

The Doce The Purposer

Prend Rage Redoel Res CO

GG Setre Sor Culumns \$109 Genesis CD Ssam 2 CD\$229 534 Person Steering Wheel STS

Jungle Strike Mortal Kombel 3 Pamel Rage Sanura Showlow

Jegair CD System Jegair Power KE Jegair Ph Controller Jegair VR Heedste Alen VS Predetor CD Barnin Forever CD Barn Cut Costle Wolfenstein 90

Doorn Dregan's Luir CD Dregon Bruse Lee Story \$29 Highlander CD \$52 Hover Strike CD \$54 Iron Solder 2 CD Kasum Ninja Myst CD Printel Plage CD Raymen Vet O'lisere Sky-ESnwbrdS35 bree S44

Zoop NG CD Arrede Critolier \$46 Neo Sec CD System Art of Righting 2 CD Fetal Funy 3 CD Kebule Klash CD

King of Fighters 195 CD nurai Shwdown 3 CD SSE niklaster CD SSE

Ultra 64 System Onkey Kong Fertison Doom Real Forface 7

Libra Menn Kart

PGA Tour Invitatio Ponzer General Power Serve Terms Primal Race Quarantne Raden

Ridge Roce: Rood Resin ASCII Hight Skin Stor. 1952 HOTE Fighting Stok. 547 Med Calls Steering WheelS54 Med Cetz Cett Fad Dix. 816 Sm Dity 2000 SesTover seyer Joke Edgre Space Gaffon

Street Fighter Ariesdad Street Fighter Ariesdad Super Beees Loaded '96 SSI Syndicate Wars \$60 Teldun Theme Park Toh Shin Dan Top Oun Fire et Will Total Edigae

Twisted Wetal Upper Deck Basketball Upper Deck Football VF Hodery Virtual Pool WWF Arouse Wipsout SSI World Cup Got! Pro Bd SSI XMEN Orition of AtomSte

Super Nei System, Core \$50 Donkey King Co

Lobo Nadden Footbell 100 Mechwarror 3050 Morel Kombat 3 NEA Greet Go NFL Quartirack Club NHL Hockey 16 Nebunege's Ambiliar PGA Intercept 16

Romance 3 Kingdoms 4 554 Secret of Evernore 564 Seworth Sage 2 Teomo Sager Bowl 3 Tiny Toon Adventages

Toy Story WWF Arcide Wayne Gretzky Hookey Congo Creature Shock Dybenic Derk Lagend Descent 2 Double Heeder Dungeons & Drego GEX Ghen War Heng-On GE

**CALL NOW** TO ORDER 802-767-3033 Fax

802-767-3382 Source

P0 Box 234 Dept 10570 Rochester. VT 05767

ELVE DIAVERS (SEA - NOTHERO - SONT - 200 - ATHER - SECANS

# SEGA. SONY. NINTENDO. ATARI. 3DO. ARCADE. TOTAL VIDEO GAME

Game Players was the first videa game magazine in America. And it's still the best. Check out the...

UNBEATABLE REVIEWS

The heart and soul of our magazine. We give you the law dawn on everything that

matters and we tell it like it is.

### HOTTEST STRATEGIES

We're renowned for being first with the strats that count. We guarantee to deliver the best, hattest, most thrilling strategies, every single month.

PREVIEWS UP THE WAZOO
We have a missian. We bring you the first
ward an the newest stuff and the last ward
an everything else.

GREAT WRITERS

Sure they look stronge, but they play games till their eyes bleed and they know what they're talking about — big time.



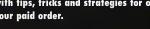
Subscribe to FANIE PLAYERS and In fact, if you subscribe now you'll and we'll even take the trouble exclusive Book of Cheats packed 100 of your favorite games with



It looks better, it reads better and a doser inspection reveals that it even smells better than any other video gome magazine. It tastes pretty good too, but we don't recommend you try it.



save almost 70% off the newsstand price. get 13 fantastic issues for just \$24.95 to send you the ultra deceitful, 100% with tips, tricks and strategies for over vour paid order.



- 5 reasons to subscribe today!
- KA day without France Playens is like a day without an ozane layer.
- Every time sameane subscribes, we spore another hamster from aur
- 'deep spoce' experiments.
- If you don't have any friends, subscribing to GAME PLAY
- con ot least bring a smile into your lonely, miseroble life.
- If you subscribe to Earne P we won't tell onybody obout that bizorre formyard incident.
- off you subscribe to 🛲 an we won't send Bill round to your house with his quitor.

# res.

Send me 13 issues of Gome Players for just \$19.95 and I'll save almost 70% off the newsstand price. Don't forget that Book of Cheots you promised me.

FREE with your paid

order!

- Powment enclosed. Send The Book of Cheats right in
- Moil to: Gome Players, PO Box 50117, Baulder, CO 80322-0117

5FWR7



# PLAYSTATION KA PLAYERS / Lord

SIZE/1CD SAVE FEATURE / none PUBLISHER / Electronic Arts DEVELOPER / Bullfrog AVAILABLE / now PRICE / \$59.99



Since Patrick Baggatta seemed to be the only one on the staff who knew Hi Octane did not necessarily mean 'good for drinking',

we let him take this one.

ebuting on the PC this past summer. Hi Octane shows its origins from the very beginning. With its overall sluggish feel and low frame rate, Hi Octane is a bit on the stiff side when compared to most console racers. There are, however,



Floating lazily around corners doesn't quite after the nail-biting intensity of most 3-D racing games.

some nice innovations which will be copied in some form or another as the 3-D racer toll begins to rise at a frantic pace. The most impressive innovation in this futuristic, hover-craft

racer is the morphing tracks which seem to breathe as they swell and recede in certain spots. Although, most often used to open up different parts of the intricate tracks. you'll wish for more of this effect. There are also some especially nice 32-bit graphics here, but primarily in the backgrounds. The vehicles are the epitome of geometric simplicity and are a little bit lifeless

because of it. There are some nice touches here, but overall it's missing that certain magic that would have made this the exceptional title it could have been. GP

PLAYSTATION 5

HZE/1CD SAVE REATURE / mg **BEVELOPER / Probe Enfertainment** 

PRICE / \$49.95

The Raptor nervously civilization, the planet is called 'Urth'. Dinosaurs = small

quarded his kill, but nothing keeps brains = can't spell! Roger Burchill away from his Brontosaurus Burger!

Doh!

ith next generation machines otno pnibolaxe thome-gaming

ne, there's sure to be a steady stream of arcade classics knocking at the front door, Knock, knock! Good news for Primal Rage

fans - the PlayStation has no problem bringing that areade experience home. With all seven dinosaurs, smooth stop-frame animation and every original arcade move and fatality at your finger-



flying flesh Arryone for a



A scontily dod babe invites you back for more punishment, Hov can you refuse?



tips, there will be no

INNOVATION

GAMEPLAY REPLAY VALUE

ing quarters into that machine at the local arcade. The addition of a Tug-of-War mode and an endurance mode even helps to increase the replay value of the

Unfortunately, this conversion does not mask the inherent shortcomings of the game. The original game was just a standard 2-D fighter with a simplistic combo system. Time Warner could have improved the product by adding new characters instead of the standard animated opening and victory sequences. But if you loved the

original, you'll love this one. GP

GRAPHICS

INNOVATION

GAMEPLAY

MUSIC & SOUND

REPLAY VALUE











Studio 300 / PUBLISHES Studio 300 / PUBLISHES clone Studios / DEVELOPES now / AVAILABLE \$59.99 / PROCE

He's reviewed so many hovercraft games that we can't keep Jeff Lundrigan from floating around the office.



ell, it looks like Cybersted, but don't be fooled — this is a hell of a lot better. The title describes it pretty well, because atthough, yeah, you're driving around an arena in

athough, yearly driving around an arena in armored hovertanks and you CAN blow each other up, the real object of the game is to grab the game ball and shoot it into

and shoot it into the arma's position win. The experently is one part tentle

was in a troutes or on part and in a to the source or on part and in a sour

won't see a single polygon drop out, ever, even during two-player split screen mode. This is important, because it's the two-player

because it's the two-player mode that ready makes this game. You haven't tiwed until you've spent three rounds chasing down the bell, blasting your best buddy, and shooting for the goal. The pace is fast the frame rate is high), and control is as responsive as

you could ask for. There's sk different tanks, all with a different mix of abilities, and they're incredibly nimble, able to slide, jump, and spin on a dime — very, very cool.

It's not likely to bore you, either.
There's 50 different arenas, and 27 different kinds of special weapons and thems, which can do everything from make you knyistile to cause the other guy to automatically "fumble."

automaticary furnicle.
This is great stuff —
yet another triumph for
the ever-busy Studio
3D0. GP

II - NTO THE FIRE

Six different tanks, 50 different arenas, and 27 power-up items. Can you ever get bored? I don't THINK so...

MAN L

The two-player a gimmide it's game and, wh screams for so system, the spi

The two-player mode is more than a gimmidic it's five heart of the game and, while it carbinly screams for some kind of link-up system, the spit screen is every bit as fast and stolle as the oneplayer mode — makes you kind of wonder what went wrong with Operside.

Grab the ball, blast the other guy, and SCORE! The twoplayer competition is as fast-paced and fierce as anyone could want top-netch, A-1 action from the

GAMEPLAY

PLAY INNOVATION

Combining combat with a sport has been

MUS1C & SOUND FX

O Combining combat with a sport has been dane, but never like this. O More power-up items than you can shake a particle bearn at. GRAPHICS

The music rocks.

 Digitized announces and sound — cool. One of the most solid
One of the most solid
One of the most solid
One of 300
polygan power.

96%

REPLAY VALUE

 50 arenas, 27 specia items, six different tonks
 A two-player game almost never gets old. O Very smooth, responsive control and fast pace — YES! O One-player mode is a ball, and twa-player mode is amazing.

# PLAYSTATION WA

PLAYERS / 1 or 2 SIZE/1CD PUBLISHER / THIQ DEVELOPER / Kokopeli AVAILABLE / now PRICE / \$49.99



With tubes flooded and the enemy in his sights, Roger Burchill prepared to fire his torpedoes. Then we told him to get out of the damn bathroom!

No elaborate animated intro vences here. Good thing retro is in because this is all you're getting.

ven though 32-bit garming systems have been on the market for a relatively short time, it's a bit surprising to find that 2-D shooters (once a videogame staple) already have an air of nostalgia about them.

Don't get me wrong, even though the spritebased graphics are old school, the explosions should go down in the annats of gaming history for their magnificent depiction of total devastation. If nothing else, the incessant firing of weapons, the explosions, the flying debris, and the endless array of enemies produce an atmosphere of mayhem that will give you a new appreciation for an old graphic style. But even looking

beyond the archaic look, In the Hunt fails to satisfy because of its gameplay. The painfully cumbersome sub sabotages one of the edicts of a great shooter - the use of lightningquick reflexes to avoid

destruction. Things don't improve on the offensive front, either. The rapid-fire setting is preferable to any attempt at precision

shooting. Just holding down fire buttons and vain attempts to get out of the way has tendency to get old real fast. it blows up beou-Now if the develop-

ers could get those explosions in a 3-D game, they just might have their hands on something. GP.





while, below the surface... e

r power ups, and everything ept your ass will be covered.

**GRAPHICS** 

MUS1C & SOUND FX

oding, it all fuses

I know about silent running, but na music at all?

strange things ler the sea. Just blow it up like everything else INNOVATION

sions almost

You run into sor

If nothing else, it does You're a subma Innovation at its finest

Just hold down the fire buttons and try not to get hit. That's it.

I've seen baulders out-aneuver this sub.



REPLAY VALUE

ne fhis difficul

O I can't remember the

as cool as these Graphics are ald-hat for a next-gen system.

# 

Hollywood Animation Standards Killer CD Sounds **Exotic Cast Of Characters** 

SEON D

Fighting To Live For Gameplay To Die For

Everything else is for mere mortals.





PLAYERS / Lor 2 SIZE / 16 Mbit PUBLISHER / Accidi

PRICE / \$59.95



generic ene-mies is the name of the game and it's no fun.



Getting head-butted by Geena Davis sounded like fun, until Patrick Baggatta was forced to endure the pain over and over again.

nies are developing more and more impressive games every day, so it's hard to believe that anyone would be willing to take the risk of releasing any lessthan-stellar product. Unfortunately, there are always exceptions to the rule, like Cutthroat Island, This game is far below even the most average 16-bit game on just about every level From the formulaic slashing and punching of the fighting



adds a little life to the game, but not much.

GRAPHICS MUSIC & SOUND

NOTAVOVIA GAMEPLAY

REPLAY VALUE

cart level (apparently just thrown in to take up cartridge memory), this game is sub-standard.

Perhaps the most distressing element of this title is the overall lackluster presentation. For the most part, every aspect of the game genuinely gives the impression of being an assembly-line project, which is simply unacceptable. With graphics reminiscent of the 8-bit days, mindless enemies and bland environments, Cutthroat Island is just plain terrible. I certainly hope the movie is better! GP

# PLAYSTATION KA

SIZE/1CD SAVE FEATURE / possword PUBLISHER / Electronic Arts DEVELOPER / Visual Concepts AVAILABLE / now PRICE / \$55-65





When Chris Charla sold this game was 'just like Doom, but...', we quickly adjusted his Viewpoint with a baseball bat!

Neo Geo arcade system, this Zaxxon-looking shooter was hailed as one of the premiere arcade shooters of all time, a refreshing change from the cooklecutter garbage that was littering the arcades back then. Now EA has released a revamped version for the PlayStation. The result? Hard to say. Art-wise, this is wonderful.

The animation is fantastic and the graphics are really stunning. Playwise though it's another story. This was originally released at the height of the shooter craze, so it's wicked difficult, with not only a ton of enemies on screen at once, but difficult mazes and puzzles to overcome. The password feature makes things easier, but even with only six levels, this



One thing you can't complain about in this game is the graphics — they're fantastic.

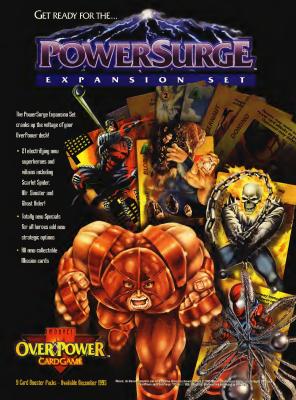
will take you a long time to solve -if you have a high threshold for frustration. Otherwise, you may discard it long before. GP

GRAPHICS MUSIC & SOUND

GAMEPLAY

REPLAY VALUE







PLAYERS / 1 SIZE/1CD SAVE FEATURE / after each m PUBLISHER / Solum DEVELOPER / US Gold AVAILABLE / now.











After years of complaining that he never got to go anywhere, we finally decided to let Patrick Baggatta toke o little heli copter ride. We'll miss him

he original Thunderstrike was thought to be the best Sega CD title ever, and now ThunderStrike 2 steps-up and delivers an exceptional title for the Saturn. While there are some notable elitchy problems in the graphics, the gamenlay more than makes up for the lack of technical perfection. With its complex mission requirements. blazing action, and sophisticated controls, ThunderStrike 2 has the kind of infectious gameplay that will keep you coming back again

and again. Fiving around in a totally 3-D environment is just the beginning. Add mobile targets timing-specific missions, multiple views and nicely varied objectives

and you're starting to get a working picture of this game. There are also widely varied terrains which keep the game from growing state

The polygonal landscapes maintain an amazing level of detail and are truly stunning. Unfortunately, there are significant problems with late draw-in in the carryon walls and rocky hills. There is an innovative use of a 2-

D place-holder background which helps to conceal the problem a little bit, but when enemy boats simply appear and then disappear in the foreground, it's hard to ignore. Overall, ThunderStrike 2 is a game that demon-

Massive

ety in overall o

Attack

**GRAPHICS** 

MUSIC & SOUND FX

iter a jay

strates the future of 3-D gaming. It's a game that's difficult not to love, even with its problems. Perhaps ThunderStrike 3 will be the perfect gaming experience. GP

nal is a sure

work to drow fire

1NNOVATION

Shooting down targe takes some practice, but is one of the most rewa aspects of the a

en flying down the yon, as the canyon levels pop-in right in front of your he the inside-the-cockpit view is the most chnically impres

> s around 0 degrees GAMEPLAY

ive, as the view

REPLAY VALUE

sive and plentiful. It takes time to moster this complex action game.

# It's Coming.

THE WORLD'S FIRST MAGAZINE AND PLAYABLE DEMO DISC PACKAGE FOR VIDEO GAMERS.

FROM THE MAKERS OF THE WORLD'S FINEST VIDEO GAME MAGAZINE.











# How would you design the perfect boxer?







# \*BOXING\*

Think of the most featoner lighter imagnable More machine than man. Born to be the undispiced Heavyweight Champion of the world. Did we say born? How about built? In Center Ring Boxingill Create your own original boxer. height, weight, even the color of your trunks. Train marcilesty to build speed, power and stamina. Then, box the socios off wery childinger in your way Writh devastating combos, hooks and uppercus you might just earn that tilde shot. But hopefully, you'll look better than thief.







rts extravagança (1 just like games, we've got information on the games of the future. The idea is to inform you about what's here and what's coming, so you can make the test buying decision. Latso travelled to Vancouver to check out the Electronic Arts Studies in Canada, where they make some of the best sports games out there. On top of that, I had a chance to meet the 49ers up close and a little too nersonal. Ouch!

Another great

and proves there's

and Niners go head-to-head in a key NFC showdown (Ok, I wasn't really in Dallas. I was watching the Niners play the Cowboys in Madden '96). While Oemick Deese and Nate Singleton frantically led the

Niners to a 22-7 victory over arry Alleri and Robert Jones of Cowboys, I slipped a Super Bowl ring off of Defensive Tackle Bryant Young's large fingers. A couple days later the Niners beat the Cowboxs in the eal game. Then Bryant Young

roficed his ring was missing... In an attempt to escape angry defensive tackies. I took the first plane out of the country and ended up in Vancouver, Canada, Oh great, what is a videogame journalist going to do

studio in Vancouver and went by for a visit. To my surprise, EA Canada is responsible for some of the best console

games on the market. They make NEA Live, FIFA, PGA, Triple Play, Need For Speed, and AFII, for the PO. While there, I got a chance to see an amazing studio at work - four floors of game players using their knowledge of games to reate the next great experience. I got back to San Francisco and started telling prople how I won my Supe

in Canada? I lound out soon enough that Electronic Arts had a guised as reporter from ESN and looking for on the

and, once I have the third surgery and my scars heal, I'm suingl

wil Ring as a member of the 1983 Chicago Bears, when the Niners defensive



Interplay For Saturn/PlayStation



e game tokes advantage of the 32-bit color polette than PSA, but how does it play?

first game to come from Interplay's VR Sports

passing any more judgement.

line is VFI Golf and, judging from the early screens, it's going to be a winner. With PG4 '96' and Pebble Beach Golf Links already out for the 32-bit systems, if II be interesting to see how VR Golf compares. Initially, it looks graphically better, but I'll wait to see a finished version before

ing and Junior Bryant of the San Francisco 49ers finally ke down, beat him to within an inch of his life, took his ver made him say "Uncle" lab, the sharne!!.



#### Makina The Game However, because EA used SGI workstations to they can easily upgrade the players to 3D for next year's effort. This time around, they're focusing more on the kind of gameplay that keeps you up late at night, as

coposed to super utra fancy graphics.

**GP SPORTS** 





### Exclusive first-look at the sports giant's 32-bit line-up

Day Station owners have already been treated to great sports games like NFL Gameday, FIFA 196, NHL Face Off, and NBA in The Zone, but there's more on the way. Our exclusive report on the PlayStation version of NBA Live '96 gives you the first glimpse at the most successful basketball series to jump to 32-bit. The folks at EA are promising a gameplay experience that is second to none. We also have early information and development screens on Triple Play '96, NHL '96, and Madden '96. This feature is intended for the sports fariatic that has to know when and where his sports games are. Many people have been asking about EA's 32-bit games, so let's get started.

# EA For PlayStation

ow MBA Live 196 is easbasketball game, so it's no wonder many people are dving to know when it's coming for the PlayStation and what it's going to be ike. After begging, pleading and offering up free massage I finally managed to get a first exclusive look at NBA dive '96' for the PlayStation

sure to change, here's a look at the Bulls and Hornets going head-to-head. Looks good, and it should play great The game is coming sometime in March and according to it's producer Tarmie Williams, '...will without a doubt be the best-playing, most-realistic basketball game for

the PlayStation'. Although EA admits it may not be the mostgraphically impressive 32-bit game, they promise a much more sophisticated look and unequalled realism than its older 16-bit brother. The play is going to be a more advanced version of the Genesis, with

have nothing but the highest of hopes for this game.

even more strategy and a deeper simulation experience. Of course, if you just want a high-scoring shoot out. ABA Live '96 has an arcade mode. So is NBA Live '96' worth waiting for? Your current choice for a PlayStation basketball game is NBA In The Zone and, if you read the rev in this sports section, you'll realize the lack of simulation features Therefore, if you want to lead the Chicago Bulls through the rigors of an NBA season and track every player's performance, then you'll need a copy of NBA Live '96. The screens we're showing may undergo some changes, but judging from the kind of boogs experiences EA has made in the past. I

ev Features New one-on-one moves Tip-ins Diving for balls No more uncontested lay-uns and

dunks, with new ways to block All 29 NBA Teams with complete rosters (even rookies) Creating players More stats Individual player 'cool' facts Even tougher difficulty levels Quick plays including back door

and down-screen Full season stat tracking Half time trivia Hot streak indicators

Trades 3D-rendered players

**Fully underted rosters** 











Iterent types of checks, stap shots, drop passes, your life, player and stam, statistical troubing, and great artificial intelligence gives Mrit. Face Oral of the great gampalay elements that make Mrit. See so good. Throw in Ob-quality south three different carners angles, and some unbelievable graphics and you have a new challenger for Lord Stanishy's Cup. I still think that the gampalay in Mrit. Sel is and I still think that the gampalay.

more odd and a little exister to control, the IAE Flow
Off this organity in graphics and sound is
far superior. The garmershay is as simifar that yould think MA. Flow of threat
EAV 52-bit hockey game. The one
disappointment in the game is the
lack of players' numbers on their jespe.— with that one addition. Face
Off-would look so real you'd sweet
We were wealthing the Boson on

National Hockey Night.

Overall, MH.Face Off is exactly the kind of 32-bit hockey experience I was hoping for. Great graphics and sound, coupled with the great cames for the 16-bit hockey cames.



GAMEPLAY

REPLAY VALUE



## System: Genesis • Publ

Way to go, guys!

System: Genesis • Publisher: Sega • Developer: Sega Sports now available • \$55-65

ell, last year's CFNC was undoubtedly the national champ of College Football games, and this year's is more of the same. The way the camera zooms in close for runs or catching a pass is smooth and it greatly

smooth and it greatly
enhances the gamepilay. The passing
system is one of a kind
—you have to lead
your receiver in order to
get a completion.

assing very tough and interceptions. Until you get the passing gome right, you can expend lots of interceptions.

tions very frequent.

The problem with CFNCII'is that it is just too much like last year's, while EA's College Football USA and its 107 division IA teams has evened things up this year.

7 GRAPHICS

HUSIC & SOUND

NNOVATION

GAMEPLAY

REPLAY VALUE

EXCITILIENT





We're bad and we're back. Once again, this mag has a section where you can look up any game we've covered in the past few months and find out whether or not you should buy it. Or, you could just look at the pretty colors.









TERPLAY FOR









yet agree that he retriever of not, we want to fear own you. Write the You Got it Wrong, Game Players; 550 Did Bayshore Highway, Suite 210; Berlingame, CA, 1010 and bill us what you think was wrong with the name, the score the game should have received, id why. GSP

nos for PlanStation; review, 8x10 This game isn't a TRUE flight sim. In today's modern doglights, one missile can take out a plane, not the three required here. But otherwise, this game is a definite must-have for all PlayStation

OVERALL 84% Vir in for PlanSt Flore coview, Set1 There may be people out there who will enjoy this, but we can't inderstand why. The plane is anything but agile, the weapons systems aren't accurate, and the whole game moves way too slow What's really missing here is the furl

interplay for 300; review, 981 fore's a sequel where the developers food about half of the probioms the original had. The game looks great and the camera angles really set the mood, but the game still controls like crap, it's bad game, if a just really hard to work th OVERALL 81%

OVERALL SO%

masonic Settware for 300; review, 8#11 is version of the bouncing browler corrects of of the previous versions' problems. With a bigger selection of moves, a taster processor and an expanded color palette, this is the version to

im for Super NES; review, 8411 another side-scrolling action game based on a big summer move. While Batman and the Boy Wonder are distilled very nicely the gameplay leaves a lot of fun to be desired. The music is good ere isn't much else to this game. Holy Yawns, OVERALL SON

tari for Jacous CD: resigns, 941 no title is a must-have for all Jaguar owners! While it's a bit lough to handle at first, after just a few minutes you'll be flying like old pro. The ability to fly anywhere (even underwater!) really game an edge! You need this one! OVERALL 85%

IVC for Sories NES: review, 8812 some adult carriers may find this a bit too chikash for their laste, the gemeplay, the sheer size of the game, and the big, com-plicated mazes make for hours of fun. It's kinda like Star Control oua for Saturn, review, 8#12 his is one of those carries that have all the notit elements for great ness, but somethow those elements never quite get melded together the right way. It's got good controls and great music and sound effects, but the rest never guite clicks

secom for Sover NES; review, 901 rile the original Breath of Fire was a decent game, this secuel just on't that great. The game is pretty slow and has a bad habit of letting ou know what to do next, while not giving you a clue about how to

OVERALL DOW WHAT YOU THINK

I can't believe you rated Daytona so much higher than Ridge Racer! When you said Daytona had some draw-in, that was the understatement of the year!

— Jim Day, Ottumwa, IA

tic Takes for Playshipper review, 901. Not only did this game win an award for best goerning FWV sequence ut its beautiful graphics and cutting-edge sound effects are sure to optivate you. While the game controls score high in innovation, their OVERALL 81%

ega for Saturn: review. 8#11 ice your hovercraft on a variety of different worlds against a whole inch of beauty-armed had guys. While there is a slight problem th late draw-in, the gameplay makes for a bunch of fun! This is much a must-have for Seturn owners

OVERALL 82% rybody in the hospital is alright by us! This totally scary game has utiful graphics, creepy music and a twisted storyline. The only m is that the game ends too fast

OVERALL 80% onic for 300; coview, 8/11 | Get lost in space with Tip Corners and a whole bunch of

isty, carnivorous things! While most FMV games are a real drag. is one is pretty cool, with excellent graphics and some exceptional teta East for Satura; review. 8011 lere's another 2-D fighter that might have made everyone gr onkers a few years ago, but has since been supplanted by those t next-gen 3-D fighters. But any game with a 'Flying Fish Of OVERALL DZS

Data East for PlayS's Book review, 961 If you like doing a lot of exploring and puzzle-sowing, then this is the game for you! Try to debug the space station's competer in time to prevent the alien invasion. Basically, this is a shooter with OVERALL 82%

ony Interactive for PlaySkation; review, 8#11 one's a must-have for all graphic adventure fans. Spewned from the comic penius of Terry Pratchett, with dialogue by Enc idle, this e is chock-full of slapstick, low-brow humor, clever puzzles nd beautiful artwork. Yee hawl

OVERALL BOS

Historic Entertracement for Survey NES; review, 8#10 poor, Doom, Doom, Doom, New that my tympers sole is over left alk about this game. The graphics are blocky, mainly because the ame wasn't meant to be played on so small a console. If you NEED OVERALL 74%

Sony Interactive for PlaySTation, review, 8411 The best way to describe this game is *Road Rash* on referblades Choose your ride: rollerblades, skalaboerd, or even a street luge and race across the country. Unfortunately, the game is a bit slow

OVERALL 73% ero're for Surer NES; review, 8#12 ere's more of the same from the tolks who brought you #71 & 2

hile they've salded a couple of new characters and a new play ature, It's still the same old 'Walk from left to right and hit every OVERALL D8%

eck for 300; cosions, 9F1 i're really a flight sim fan, then you abould maybe fhink twice re buying this game, the game control isn't all that hot, with mouring multiple button mashings on a sold OVERALL 75%

sizs for Geoesis: randow-8812 is looks like every other bosing game out there, with one differon - it plays worse than most of 'am. Somehow the velocers have managed to knock all the fun right out of this one

OVERALL \$1%

SER1ES

ARTHWORM JIM PLAYMATES FOR GENESIS w, 8#12

SEGA RALLY SEGA FOR SATURN











и	• G	4R	ž	m
I	Nisna	ini	20	aciji

ve for Genesis; review, 981 Sney interactive for Genesis; review, set om cut of nowhere, Disney has created one of the best Genesis games of 1995! The graphics are amazing and the special effects make this game a joy to play! While it's very similar to Dismon Gargoylee'is a much better experience OVERALL 85%

So je for Saturo: seview S#1 You could consider this game as the next step in Doom-style shooters. The most exciting aspect of this game is that the mission

objectives vary drastically from level to level. If you love first-perthis is the game for you OVERALL 51%

tes for Salum; review, 981 as come come out of nowhere to be a fantastic come! The countain tracks are some of the best ever seen in any majoro game and there isn't any draw-in at all. This could have been an

if you could race against more than OVERALL 84% adio 300 for 300; review, 941

s game is kinda like a cross between Doom and 7th Guest. While there is a lot of shooting going on, undemeath it all there is a hell of a puzzle to solve, along with some humor to keep it all mov-OVERALL 83%

Sevin for 32%; review, 9st1 I you've ever wanted to be a hummingoird with an arsenal of deadly weapons stashed in your beak, then you gotto check this out! Otherwise, once the really stuped premise weers off, all you've

Time Warner for Saturn; review, 981 s the game to get if you want to play pinbad at home. This bite features four different pinball games, each of which has differ nt goals. Aside from the annoying score display that is always g over the screen, this is a good one. OVERALL 74%

OVERALL 03%

ere's a game that can't figure out whether it wants to be an action game or an RPG. Normally, this activacytremic behavior can turn a ine into total crap, but it actually works here. The graphics are ally the big draw here. Please excuse the pur OVERALL 76%

Working Designs for Seign CD; regions, 8810 The original game was furny — resily furny. And now, it's back oger than ever! There's just one small problem, though in the est to make the sequel better than the original , they left out OVERALL 81%

Sega for Saturn; review, 8#12 This game has improved with its jump to the Saturn from the Sega CD. While it is disappointing that you have to stay on a track on ay through the mansion, the game is challenging and somewhat OVERALL 759

sume for Surve NES: review 941 consisted of grabbing a soquek and sifting drunk a boot for a few hours, we never suspected that someone would ome along and invent a game that would take all the fun out of the

OVERALL 499 WHAT YOU THINK

Screw you guys! I hate you, because you gave Doom an unfair review. It should have got a 95%, I'll tell all my friends to stop buyin your magazine! (Bill - Well, looks like we just lost two readers. Darn!)
— Todd Snethen. Stoam, IA

T\*NO for Super NES; review, BiT11 In a world full of reelly lousy movie license games, The Mask is actusily a pleasant surprise. With excellent graphics, sound and arreplay, this game just maybe your ticket to tun this summer. The OVERALL 52%

ctivision for Surev NES; review, 8812 No Desert Strike, except that here you've got a 75-ion battle ut instead of a helicopter. The levels are frustratingly hard, so the and aption is greatly appreciated. The controls aren't exactly OVERALL SS%

opering for Super NES review, Set 1 non again, Maga Man is back with more of his familiar sale rolling action. This time, Doctor Wiley is dead and an evil robot is noting the show. You do have the option to play as Mega Man's OVERALL 51%

a com for Sur or NES: review, 8¥10 Maga Man Mega Man Mega Man Mega Man Mega Man Mega Man is that seven of "em? These games are so much alike in graph cs, gamepley, plot and music, that you have to wonder why they CHECKEL DAY

eny CE for Playlitztion; review, 8#11 this This looks just like the arcade version, it's anybody's guess how long 2-D fighters are gorna stay on the scene, with all of the next gen brawlers out there. But MA3 is still a good-looking game and a challenge for gamers of all le OVERALL 77%

ege for Salum; review, 991 ere's the first, true RPG for the Salum, and Brother, it's a good onel Known as *Rigitard Saga* in Japan, it's gorna generate massave ales here in the US. The controls are seamless and the 3-D char-

OVERALL 81% one Interactive for Plan<sup>St</sup>ittion; environ, 8F11 his come sucks, There it is, in a nutshell. The graphics suck, the ontrols suck, the gameolay sucks. Himmin, let's see... That must nean that this game... SUCKS! Yep, that just about says it all, but ist in case you dictn't understand me, this sucks, DK

OVERALL 45% tal Delizmics for Solumy review, 8411 you crave lots of teeth-chaffenne, off-road racing action, then the s just the thing for you. The conversion to the Saturn really sharpned up the graphics and the port-over didn't loss any of the

kSI for 300; review. 8#11 I your idea of a good time is planning the ultimate subegation of all of Europe through the use of armed force, or, Siegfried, this is your ticket to Valhalia! Crush the

OVERALL 93%

division for 32%, review, SP10 bill Harry is back and as ungle-happy as ever in this installment if the venerable Atan 2500 game for the 32X. Swing from vine to ne and, if you're lucky, you can find and play the old, beloved inal version, which is hidden in the game OVERALL 02%

Uarn for "kujuan review, 6412 This firs ran't a bad game by any means, it is getting kinda old nere's some smooth arrangtion and bungee iumping is always fun ut this game has been out for own a year. You can still play the OVERALL 71%

aim for Genesis: review, 8811 his own adventure and guess what - it's just like the TV car-The came is kinda fun, although in parts the gameplay kinda

CHICANI ALM

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

· First, read the ad carefully, including the small print. Check to see how long it takes Check out the company. Have any of your triends used it

sary, contact the Betts siness Bureau (use the one located in the same city as the mail-order company). Better siness Bureaus log complaints against companies and can tell you the types of prob-lems — if any — that have been encountered. Look in the Yellow Pages for the 888's

 Contact the company to check on availability. They may be offering MK II, but that doesn't mean they're expecting it next week. Companies never get products before they're

merchandise is sent. And if you don't receive your goods, the credit-card company is respon sible for refunding your money or crediting your account. It you don't have a credit card use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the - they can be bard to trace

· Once you've ordered your

name, relax. Hill be sent out

within the stated delivery time

product(s) is defective, file a

contact the postal service that delivered it. Use recorded deliv ery on any mhims

. Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery. We can't oupgastee the reliabilianything goes wrong, contact the of your dealings, so we can't help.

uare Soft for Surver NES: raview, 8411 r resident RPG guru, the inestimable Jeff Lundrigan, really like

this game's graphics, music and sound effects. The game is really big, and the gareepky is an incredible ride. The one problem is that lead character doesn't seem to give a damn about anything

Accision for Genesia resine, 8#12.
What we have here is the secure to Maximum Correspondent, while it's a good game, it's still pretty much the same thing as the origin nal — lots of running left-to-right and hitting a whole bunch of This game is real repetitive

OVERALL 66% Vic Tokei for Sature crylery, 8410 This isn't so much of a new game: the developers actually used the power of the Saturn to polish and define the game of Shinobi. The sward fighting is exceptional, with some great blocking and flash

Maxis for Saturn: resiew. 8812 little people who will desert you faster than rats leaving a sinking ship if you don't keep 'em happy! The interface screens will take

ationos, but it's still a great game

OVERALL 80%

OVERALL 73%

coloim for Super NES; coview, 8#12 is title is based on one of the hotest comic book properties around, but the gamester isn't exactly new. This is one of those ties that are generally collected by facs of the corric. The controls

OVERALL SS% Application for Sup or MES; reminer, 6811 If the real Speedy had run around like the rat in this garner Svivester would've eaten him up a long time appl Speedy's trade mark 'Andalel Ambal' sounds like it was yelled by a gerbil on

Panasonic for 300's services, 8#10 Here's a game life Dragon's Law, with only eight scenes in it! And dig this - they even tell you what moves to make and what direcbon to make 'em in/il Man, is this great, or what? But the best part OVERALL 40%

Atani for Januar review 8#10 Write the tracks in this game are all pretly much the same, and the towards the minimalistic, this game isn't a ted choice for any Jaguar owner. Why, you can even pick which

Dispey interactive for Genesis; neview 981 While this game may be geared to a younger audience, it's hard to nore its technological achievements. It runs very well on the enesis, and has a great storyline and very cool gameplay! This looks end plays better than Clockwork Knight

OVERALL 87% Sany Interactive for PlayStation (exiew, 94). Write this game may be goared to a vourcer au t's hard to impose its technological achievements. It nurs very well on the Genesis, and has a great sloryline and

WHAT YOU THINK What the hell are you doing? MK3 should have got a 100%! You are cool, but you are WRONG! It is the best game in the world! (Bill - We know what the hell we're doing ... and no, we're NOT wrong!) el Gord

Two Rivers, Wi ari for Jayuac restew. 6911 ore's yet another fighting game that borrows so heavily from other

oblished brawlers that the only question you can ask is does it do good job of borrowing? Well, in this case, the answer is yes, but ctors, there's not mu

OVERALL DE% Septe for Geografia: contow, 981 me of all time, it is a truly great action game. The hting effects are simply amazing and the sound

OVERALL 90% Adjust for Saturm review, 8x10
This is an APG that's trying to break new ground. From the slow, stiff way the characters move, I'd have to say that the ground they broke

as in a graveyard. This game just seems like it was released before OVERALL 71%

ing for Saturn review, 901 ... You're a cop and all you do is run aro nd blow away all the bad guys. THAT'S GREATI This nas some very intense shooter action! It's too bac OVERALL 92%

Sect for XVI, reason 8/13
This version of the red-hot higher profty much saves XXI owners

on those embarrassing silences that inevitably follow the statenent 1 own a 32X. This version actually has more fun than the riginal came. Ento OVERALL 80%

Sogn for Saturn; review, 6411 Sogn hours its own but out of the fire with this (wears ic remake of its originally blocky-looking brawler. The ction is fast and smooth, while the characters don't

time Warner Interactive for Salum; review, 8412 it lie this game isn't as dazzling graphically as other racing games or the Sahan there's some new tracks, which are really lengthy.

and the go-cart option is always a favorite. This game is a must-OVERALL 80% Sany Interactive for PlayStation: review, 941 ly the deadly sloes in a vehicle best described as a Sherman tank with wings! Yaaa-hooo! This is one o

hat really shows off the power of the PlayStation! The drawback is there's only six levels makes for Surver NES; coaless, 8#12 game borrows heavily from lots of other TV carbon-based sames. There's not much new here and the music and sound

fects are particularly bad. All you'll get out of this is fen mally OVERALL SO%

game is really furny - in an Iron Curtain, wait in line-allfor-moldy-bread kinds way. The only problem with this kind of e is that once you play if all the way through, you've seen all acom New Media for Sui or NES; codew, 6f11 is pozzie geme is actually so simple that it ceases to be much

fun to play. It's simply a matter of matching the correct oxions and shapes together. If you can clap your hands together, the odds are OVERALL 74%

Solly Interactive for PlaySUltion; review, 8#11 Take a whole bunch of suicidal little rodents, make rem 3-0, and witch 'ern kill themselves arrowers. That's about the see of this While this game qualifies as a good trick, some things are OVERALL 72%

84 GAME PLAYERS February 1996



#### PLAYSTATION

**JAGUAR** 

3DO

SATURN

SNES

**SEGA** 

Checks held 3 weeks. Allow 2-4 weeks on all out of stock items. All prices subject to change. Not

CRAVE will meet or beat any competitor's prices! Call for a FREE full color catalog with full line of products.

There's this place that's kinda like a combination of the Dentist's office and a dark alley! You know, it's where you go to hear all kinds of weird machine noises and screams, while losing all your money! That's right — it's the Arcades!

# Cybertroopers Segalfor Arcades

t first glance, you might think that Cybertroopers is another Cybersled done, but the new elements of gameplay and graphical superiority make it much, much more, Just like Cybersled, Cybertroopers is a two-player combat game

that features two-joysticks with twobuttons on each stick. You maneuver the sticks to make your character move left, right, etc., and use the buttons for turbo and one of four attacks. The big difference is that you can take to the air via a jump. This makes for some great gameplay like hiding behind a building to avoid being hit and then jumping into the air and unleashing a bar-

stay back and

You can move in close for a little 'mechanized-handto-mechanized-hand' combat...

rage on your opponent

Instead of tanks like Orbersled, Orbertroopers features mech-robots. There are 8 characters to choose from (Dorka, Fei-yen, Belgdor, Viperli, Bal-bas-bow, Apharmd, and Raiden), and each character has their own style of attacks. Some are faster, some are stronger, but there really isn't a lot of personality in any of the robots that

would make one your favorite, like a traditional fighting game. The graphics in Cybertroopers are gorgeous and some of the arenes are excellent, but the key to this game is fighting head-to-head linked with another player. The one-player game just doesn't seem to have enough life. We'll



# Soul Edge

e brought you the exclusive first-look at Namco's sword-clashing flighting game and promised it would be an experience worth waiting for, Recently, Soul Edge went on test and it is every bit as impressive as expected. The frame rate is only at 30 frames per

second (compared to VF2's 60fps), but with the beautiful moving backgrounds and smooth

characters you don't even realize the

difference. There's no slowdown and there's never a point where you wish the came was moving faster

The characters are smoother than any fighting game to date. less blocky than Tekkenor VF2 and more human

looking. There are B steel-wielding fighters to choose from - Seinj Mina: a female warrior with a staff, Sphitia: a Valkerie female warrior with a short sword and shield, Mitsuruoi: a Shogun with a Shogun sword, Rock: a bear-headed muscular warrior with a huge battle axe. Takl: a female assassin with a short sword. Siecfried: A French knight with a two-handed sword, and Voldo: A bald Italian guy with weapons similar to Freddy Krueger's.



## Extra Pl

o we can let you know how they hold up to he test of time. Does the game have life

lly, we tell you if these ga

## Fighting Vipers

t first, this game's goofy character design didn't impress us. However, a Liquick trip to the arcade — and several hundred company quarters later — we found Fighting Vipers to be a very worthy game. The inclusion of walls brings a completely new dimension to the fighting game. Whether it's continually stamming your opponent against a wall or climbing up a fence for a high attack, Fighting Vipers has plenty of depth. I still don't want a fighting character that looks like Def Leppard's guitar player, but the action in this game is good stuff. It's definitely worth another trip to the arcades.

Alpine Racer

he impressive high-speed racing was the initial attraction of Alone Racer, but the depth lies in the difficulty and the treacherous statom course. Doing the downhill is fun, but to keep playing this game over and over, you have to venture to the both turns of the statom course. Alpwie Riscer will never have the replay value and life of other racing games because you can't link them up and race against a friend, but what's here is some great fun. Don't get scared off by the imposing set-up of Alpine Racer --this game is for skiers and non-skiers alike.



found it to be a very sate



But possibly the most amazing part of Soul Edge is the light-sourcing. In the midst of fighting it will turn from day to night, complete with longer shadows and a starry night. The characters' looks change depending on what part of the battleground they are on, just like they would in real life. The fighting features sword clashes. 3-D movement, throw moves. and a large variety of combos and attacks. Also, you can attack an opponent on the ground like VF2.

We haven't had a chance to play this one through to find out the deoth of gameolay, but upon initial impression '(expletive of your choice here) awesome' just about describes it...



# ANY MORE REALISTIC, YOU'D BE DOING TIME. TM turbo wheel not only lets you control any race game with rack and pinion precision, you control the sensitivity of your machine with selection of manual or power steering. Helmet and fire suit sold separately. Available for SegaTM, Super Nes®, and 3DO™ platforms. GET YOUR TICKET

Mr. Retailer,

For more information on the call us, Home Arcade Systems at (800) 254-8466 or e-mail theper4mer@aol.com.

The PERLMER is a product of Home Arcade Systems, Inc. P.O. Box 7124, Redwood City, CA 94083-7124. Sega™ is a trademark of Sega Enterprises, Ltd. All rights reserved. Super Nes™ is a registered trademark of Nintendo of America and 300™ is a trademark of 300, Inc..

# CHEAT SHEETS

Dokkey kolls Court RV 2 Diddy's back and we've got all his secrets on page 90!

Bug!

100

Donkey Kong Country 2

ESPN Extreme Games 103

Even More Codes 106

Killer Instinct

Mortal Kombat 3

Pebble Beach Golf Links 103

You'll learn to turn with the best of 'em in our gear-grinding, rubber-burning, insurance-raising strategy on page 97!

Ridge Racer 1

102

101

Sega Rally Championship 97

Warhawk 1

Varhawk 104 Yarhawk 104 Yarhawk 101

MOON

3-D Lemmings 100

For Codes or Help, Call...

Nintendo.......900-288-0707 Interplay.......900-370-7529 Sega 415-591-7529 Acclaim 516-759-7800



DIDDY'S KONG QUEST

Get that monkey off your back!











down the Y button to float Dixie over



# CRANKY'S TIPS

thy pay for Crarky's help when you can get it for free? If if it is advice through the first five works should help you find quite a few bonus areas.

## GANGPEANK GAS FON

Lockean's show: — books the later K, you'll find a remed, if you and the distance. Manistens Mayben — Jump for jay when crossing the longest horizontal rope. Prises Pasis — I replace — I replace — He books at the bottom of the stay was look as injury you may be about a single formage. The later — Those to you had be for mithing? Grang Later Mayber — Those to you had be for mithing? Topold it made — A hook, she and jump is sif you. Topold it made — A hook, she and jump is sif you meet to look for more the two draggerites above you.

### CROCODILE CAULDRON

thing worth getting your far burnt for, HAP-had Higo — It my year, or is there just one cheet at the start? Bed HAP Ride — Take it easy! Let the rhino use his head to get you through the first half. HAP-had Higo — Arit to lowards the Kidober with the spider is worth bolding up. Kamora's Kkim — Right is right, right at the start. Squareds Shill — Those had hold-invaning Hams. Grapanics Shill — Those had hold-invaning Hams.

## KREM QUAY

Bramble Blast — With only the dragorfiles set, run are you'll be silved.

Sime Climb — When nearing the top, the ability to wate or water reveals all. 
Simmers Gallero — it might be dark and spooky, but don't let it get you down immediately, Pattle Battle — Are you up to it aft the sarr? Paramble Blast — After foor spinning barrets, all that's set is let thous?

## KRAZY KREMLANG

harfway to hobbing you here. Martha Runthe — bort to a in a hurry to entire Runth's soon. Thirst things over. Barnhis Samulbe — The fault is always feecher on the other date of the thoma. Jump to it Target Tarrow — If he haved, no waitat the Keenlin, car carefully, He might be down, but he's on his way out, for sure. Parma's Humble — A charge down the last stratight with Rambi will enough a charting with Rambi will enough a country yield hard being a country given the with Rambi will enough a charting visit and yield hard will be with a hook, slick lind jumps.

## GLOOMY GULCH Grosby Grove — Things are starting to you up in

Parrot Chute Panic — Here's a tip that I think is grout, the door is by Nampon and as it the crite. Web Woods — Entshing this level is cause for establishing this level is cause for establishing. By all means, go over the top, Haumbol Hall — Where you find one, there may also be two.

Parrot Chute Panic — To the lett of the letter O'is when you should on.

Ghostly Grove — K. Rool is no fool. He has got two big blue goons watching his horde near half-way.

February 1996 GAME PLAYERS 91

## WRINKLY KONG

## GANGPLANK GALLECA

Swimming — Press the B button to swim. Pressing Up or Down

on the directional keypad while swimming or floating will affect the speed that you sink or swim.

him up, then release it for his supercharge. Use this to destroy Character Team-up --- If you have both characters, press the A button to team up. You can throw your partner to defeat enemies Area Guardian - Throw Krow's eggs back at him. He hates its

### CROCODILE CAULDRON

o make your snake buddy jump in mid air. Rope Climbing — Press and hold the Y button when you are on the ropes and you'll be able to climb up and down faster than

Kong Letters - Collect all four of these on any level to earn an

to stop the web and form a platform in the desired position. Kremkoins - For every bonus level you complete, you will get one of these. Collect a whole bunch of 'em and you can use the other side before he gets andry.

#### KREM QUAY

shown on the side of the barrel Jumping on Enemies - If you hold the jump button down while jumping on an enemy, you will bounce higher and farther than

life. Green is worth 2 and the rare Blue balloon is worth 3 lives. Ratify's Super Jump — Press the A button to power him up, then release if to activate his superjump, Use this to access nor

mally unreachable areas increase your status as a video game hero Area Guardian - When Kudgel lands, he'll shake the screen

### KRAZY KREMLAND

be broken into by throwing different objects or your animal bud-

Roll Jump -- Press Y to roll off an edge, then press B to jump as you fall. You can increase your jumping distance this way Area Guardian — Destroy the small zinger and his drones quickly, or they'll reappear after a while.

#### GI DOMY GUI CH

passages that you can use to access hidden areas or shortcuts. Bonus Levels - Each level has between one and three of these Complete at the bonuses on a level to gain 1%.

Area Guardian — Jumo on the different colored Mini-Neckys to gain the necessary objects to tight the ghost of Krow





BONUS AREAS



Go down for this Banana and to the right for a bonus area

Use Rambi to crush down this door.







Knock off the big blue auxs, then go to the top of the barrels for a bonus level

Keep super-iumping up the most, until you come to this bonus borrel



Krow is a real easy boss - just

jump on his egg

Grab it and throw it at him. He moves faster and then starts

tassing eggs at you. Avoid getting hit and it's an easy win.





Throw your buddy up at the start and you'll find a green lives balloon. Ta gain as many lives as you want, press start and then select, then push restart to get infinite lives.





toke if to the cannon for the

bonus level



SUPER NES

collect a bunch of bananas and a hero coin.



When you see these ascend ing bananas and to the fight to find a onus barrel

















Now swing across to the other side, grab the connonball, hit him, then hurry across to the other side and do the same thing.



One more time and he explodes! This tokes ome fast jumping #







20000

Go into this door

for a bonus area Keep repeating this to gain more lives REGERT and coins. access a

Down below the

MADE: 180065 first bonus area is another one.

SEASTALL SE

Krazy Kremland, Bonus Areas



down this hill to get to

a bonus barrel. 

Mudhole Marsh

## Bramble Schamble

point barrel by tos

Knock out a zinger and go down this hole to get

### Rickety Race

begins to get a bonus in

ind this barrel, which s



Wait for the big Zinger to go over your head, then nail its stinger with an egg. Do this three times and he changes his pattern.

MULE Now he shoots three bursts of spikes. Move in between them, ther hit him three more times.

> Hit him twice — the first one stuns him, the next finishes him off.







long, long time ago, we ran a contest in GAME PLAYERS called "GOIN" BANANAS FOR DONKEY G COUNTRY". It was a cute little thing, as contests go, and attracted quite a bit of attention. There was a winner, and everything was good. Nice. huh? Well, that was then...

FAME PLAYERS in consention with Nicteoria is proud to present the "LOOK WHAT I MADE WITH ALL THESE BANANASI' contest!! The idea is really simple (and kinda stupid -- just the way you fike 'emf); make a sculpture of a character or a scene from Nintendo's Donkey Kong Country 2; Diddy's Kong Quest using mostly bananas. It's OK to use other fruits and vegetables for deco but your sculpture must be made primarily of bananas and show a character or a scene from the game! Next, take a picture of your edible creation and send it to:



1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010

It might be a good idea to eat your sculpture after you take the picture. Failure to do so could result in serious penalties! All entries must be received by April 1st, 1996. And why should I make a mess of the kitchen (or dining room, or living room, or bathroom) anyway, you might ask. Well, the answer is

#### really simple — YOU COULD WIN THESE COOL PRIZES! PRIZE - 1 Super NES Donkey Kong

Country Set, 1 Donkey Kong Country 2: Diddy's Kong Quest game pak, 1 Donkey Kong Country 2: Diddy's Kong Quest player's guide (retail value \$150.00)

## 10 SECOND PLACE PRICES — 1 Donkey Kong Country 2: Diddy's Kong Quest game pak (retail value: \$70.00)

15 TWRD PLACE PRIZES - 1 Dankey Kong Country 2: Diddy's Kong Quest

What more could you want? Oh, OK, we'll even put some of the winning pictures in an upcoming issue of EAME PLAYERS There, now are you happy? Good! We'll pick the 26 winners on April 2, 1996 and award all of the prizes. Now here's a few words from our legal staff. Please read them.

#### THE LEGAL STUFF

se necessary. Contest is open to readents of the United States and Denada with the exception of employees of Imagine Publishing. To enter, send a photo of your bename moss. ... th, sculptum, along with your name, address, age and phone number. Mutaple emities are prohibited. All entires become the property of 6AME PEA APERS All bases are the responsibility of the womer. No cash substitution is allowed. Offer vaid where prohibited. regulated or restricted by law. All entries must be received by April 1st, 1996 Imagine Publishing

is not responsible for lost, misdirected or unselected enthies. Editor's choice is finel. Dods are deter mined by number of ectries. received by contest deadline drawing on April 2, 1996. This contest is brought to you by imagine

Publishing and Nintendo of Amenia © 1996 Nintendo of America onkey Kong Country 2 Oxfor













# SEGA RAL

#### The real key to success is mastering the game's vicious curves!

Thanks to the help of your co-driver, you never have to wonder about the severity of an upcoming curve. Now, the only thing you have to know is how to handle the differing degrees of turns that are thrown at you, one after another. Of course, it's important to remember that no two curves are exactly the same, but there are some



brakes or any siding. Try to anticipate the turn as much as possible and

toin side (signified by a red arrow), expect re change of direction. The ves don't always require braking, but to avoid trouble, you at least want to con-

fer letting up on the ap If you hear about an upcoming 'Medium im (signified by a yellow arrow), you e to use the brake to get through thout togging a wall. The best way to m' turns is to release the or, hit the brake just long ough to angle your car through the



turn, then hit the gas again and power The final type of curves are the ones preceded by a 'Caution' warning (signi d by a red arrowt. in turns and are not to

be token lightly. In fact, "Caution" turn will essentially require coming to a near star still, straightening-out and then toking off in the right direction.

From the Desert track to the hidden Lakeside track, jumping is an Important part of Sega Rally Championship.



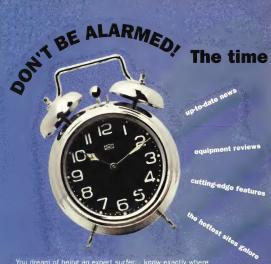




Getting the best start possible is both essential and easy. Getting a good quick start on any of the tracks is a key part in racing a competitive race. Fortunately, getting a speedy start in Sega Raily

Championship takes very little in the way of talent, simply hold do the accelerato and let the Keep it wide onen until the race starts and you get a good jump on your opponents

An important tactic to passing and staying in front of your competitors is in positioning your car to play off your opponents



You dream of being an expert surfer... know exactly where you want to go and how to get there, building and maintaining your very own Web page, exploring the best that the Internet has to offer, securing world peace—WAKE UP! In actuality, you need help. Your modem dates back to the Mesozoic period. Your online service provider also sells pool equipment. And after the first ten hours on the Internet, you acquired three raspberry jam recipes, which is great, except that you were looking for used car dealers in the area.

## to be ONLINE is NOW.



The Net can turn your dream into reality. In addition to providing more qualified site reviews than any other magazine, The Net serves as a resource of practical information intended to teach our readers how to become contributing members of the Internet community. To get the most out of your time online, we also publish

> NetPower with every issue. This 600+ megabyte CD-ROM provides browsers, utilities, shareware, and hundreds of hot links to the hottest and hardest-to-access sites around one click and you're there!

To find out where to go and how to get there, call 800-706-9500 and subscribe today.

12 issues of The Net with Per POVER for only \$24.95. **SAVE** 58% off the cover price.

It's a heck of a lot cheaper than falling asleep online!

Canada: SUS 28.95/38.95 (disc version) includes GST, ACTIVATION CODE Foreign: 38.95/48.95 (disc version). Prepaid in US funds. res 6/30/96. Single copy price for 12 issues is \$71

5FWR7



tinues, we find our mighty editor. Patrick Baggatta, bending beneath the weight of Codebreakers and yet, he carries on, as all trained rats are apt to do. The only problem is that Patrick eats a lot more cheese!

As the saga col

K friends, it's time again for EAME PLAYERS to cough up those magic codes that you, our readers, seem to love so much. Since we are forever your loval servants. we happily offer the following bounty of code goodness. Now, it's up to you to put them to good use. I mean, what good is a cheat code if you're not going to cheat with it? Then again, if there's one thing we here at GAME PLAYERS can depend on, it's the fact that our readere are just the type to take advantage of cheat codes. I'm not saving that you couldn't all beatthese games easily without codes, but we would like to believe that our readers are not

realty interested in quality, but rather

quantity. Isn't that how

the saying goes? Well,

in any case, we've pro-

vided the codes yet

to get some use out of

them. So what are you waiting for?

again and we expect you

## Sega for Saturn A

CONTINUING STORY!
To keep the action going in Bug!, you'll need one of two things. The first being a ton of skill from playing that little bugger or this handy-dandy little Continues code. We've already given you the code to let you skip from one level to the next, but this one is even better if you're actually interested in

learning to beat a particular stage. I mean, you can't go skipping levels every time they give you a littie bit of trouble.

When the Press Start screen comes up, hold Right and



and repeat the last step (Hold Right, press Start). Then just start en ing your continu

#### 3-D LEMMINGS

#### Sony Interactive for PlayStation

CHERTY LEMMINGS

enough to not only get you started but actually get you pretty deep into this CERRENIS enormous game, Good luck, gangl





COUPER PRESIDENCE.	
COTTREUS	At the pass-
ABCORFANZO NEWEDPORST	ward screen enter the fallowing

BURNAS---

Level 2 - blimbing Level 3 - fanagal Level 4 - dricksie el 5 - 1 al 6 - 4

Level 10 - ii Level 11 - di Level 12 - bunoda rei 13 - n uel 14 . s Level 15 - fr Level 16 - cing

Level 19 - q Level 20 - tarl Level 21 - 1 Level 22 -Level 23 -Level 24 -





A New Cures

You know that other racing class in Wipeout? You know, the one you can' ever seem to get to. Well, if you have managed to place high enough in the Venom Class to actually access the Rapier class,

then congratulations, you will go far in life. For the

rest of you, however. don't worry, we've got help. To access the superfast Rapier class, just enter the following code, and don't you dare feel bad about having to cheat. How do you think you get anywhere in life, anyway?

ONE PLƏYER TWO PLƏYER OPTIONS Rapier Class.

> Once you've accessed Rapier Class, ga back to the first menu screen. Hold dawn L1, R1, Right, Start, Square, Circle and then press X.

Go to the first mer

Just in case you weren't satisfied with all the great tracks already in Wipeout, here's one more for you to check-out. Watch out though, it's no beginner's run and I wouldn't even bother until you've mas-

screen (The One ayer, Two Play etc. screen). Pres and hold L2, R2 and then press X. You should now be able to access the

law, when you get to the track select screen, you uld see an extra track called FireStar

tered the rest of the tracks. You'll also want to remember that you can only race this one in Rapier class. So practice those tight turns and get ready for some fiery racing action!





CODES

### Sony CE for PlayStation

PRETTY PICTURES The following list of codes are all from the arcade version 2.1 of MK3. Fortunately for all PlayStation owners, they also work at home. If you're truly an MK3 fanatic, then you probably already know these, but for the rest of you, there are

some pretty good little codes here.

Winner Fights Smoke..., 205205

ThrowDisabled......100100 Blocking Disabled . . . . . 020020 Player One 1/2 Power . . . 033000 Player Two 1/2 Power ... 000033 Dark Fighting . . . . . . . . 688422

Winner Vs Mortaro . . . . 969141 Winner Vs Shao Kahn . . . 033564 Winner Vs Noob Salbot.. 769342 No Fear......282282 No Visible Powerbors ... 987123 Quasi-Randper . . . . . . . 460460 No Recovery Time . . . . . 688933 Jackbot......987666 Unlimited Run ...... 466466 Player One 1/4 Power ... 707000 Psycho Kombot . . . . . . 985125 Player Two 1/4 Power ... 000707 Intro Message . . . . . . . . 123 926



#### Atari for Jaguar

#### Uvrae Hudden Udatek Undoubtedly one of the better fighting

Suera Serro

Space Game ..... 642468

games for the Jaguar, Ultra Vortek already has a lot to offer in game play alone. Now, you can also add to your selection of stages with this code. Therefore, thanks to us, the game is now that much better.

Thinking Ultra Vortek is a great game, but maybe just a lit-

tie slower than it should be? Fear not, we have the answer for you. Just switch the game over to the Turbo

CREDIT

player mode

acters press either the # utton or the \* button to

At the title screen press 1,

ond 9 at the same time

The Hidden Poloce stage is nice change from the, well,

tually it's sort of more of the me, but at least it's different

you hear a voice call-out 'Fight', you'll know you've done the code right.

ONE PLAYER to the main OPERYERIVS OPTIONS



#### WATCHING GOLF?

TOURNAMENT STA TOURNAMENT STARE TOURNAMENT START -3rd-TOURNAMENT START -3rd-

If you love watching golf, then we've got a code for you. Now, you can not only play Pebble Beach, but you can watch all the FMV sequences as well.



t + X + Z, then reset the Saturn



menu at any point.



### **ESPN EXTREME GAMES**

Sony Interactive for PlayStation

#### WHERE DID EVERYBODY GO?

Sure, it's tough letting all those other computer racers wipe the floor with you in the early races simply because you're using inferior equipment. Now, let's say that you could build up enough money to get some really good stuff, without having to actually race against anyone else. OK, let's say it - because it's true.



First, go to the equipment room and select the #1 television.



one to deactivate them,



Now, when you choose a course you will be all alone, aking it impossible to get wthing but first place.

some cash and then buy some good stuff.

## Namco for PlayStation

BACKWARDS RACING

To race backwards in Namco's Ridge Racer, you'll have to first show that you can handle a little backwards driving. The best part about this code is that it adds just a little extra life to an already awesome game.





2 RARE HERD

When you reach 60 m.p.h., break through the wall that appears behind you



You will then be able to race the track backwards! What a rush!!!

#### INFINITE WERPONS R INVINCIBILITY

While the infinite weapon code isn't going to do anything by way of powered-up shields, you will, however, never have



At the pass

### Sony Interactive for PlayStation

To give yourself a little bit of an edge right from the start in Sony's hot new flight game, Warhawk, you might want to consider trying out the following code, Labeled the Kali Mode, this code will grant you poweredup weapons. How do Ultra Lock-Ons sound?



hen you see the words Kali Mode, you'll know you've done it right.



CODES

When you see the words Infinite eapons', you've done e code right.

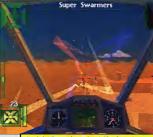
To access the A-La-Mode mode, enter

At the password

When you s the words Thor Mode, VOU'VE SUC-

Playing in Thor Mode will give you the benefit of

about 9999 Flash Bombs. It's up to you to find a use for them alt.



Now check out the power of your newly acquired Super Swarmers!

## CODE MONKEY OF THE MONTH

#### KALI MODE This Month's Code Monkey comes

to us straight from the Information Super Highway. Matt Terrill sent us the following awesome Warhawk

codes. The best part of these codes is that you can change the game in several different ways. Sure, level codes (see Even More Codes this issue) are nice, but what's really great is when you can actually change the action in a game with new weapons, insensibility codes and movie codes. Thanks for being so thorough, Matt. We appreciate the extra effort and so will all " the PlayStation owners out there. Keep up the good work, and remember, this section only works when you guys send us thegood stuff.

PHAW

To see the epiloque, enter ce. Circle b. X. Square, Triangle,

## Move Previews & Epilogue

Come on, you know you love 'em. Actually, the FMV sequences in Warhawk are definitely better than average and, if you want to see them all together, try out the following codes, OK?

For all the movies enter Triangle, X, Space, Circle, Circle, X,



# EVEN MORE

Here we go again! In our never-ending quest to shove more codes down your throat than any other magazine, we now present... EVEN MORE CODES! YEAAAAHHH!!!



Vic Tokai for Saturn 4 -X the Shinobi's

19 Men o to the tife screen and press Sta "Start" and press A, Z, B, Y, C, X



Sony Interactive for PlayStation

WARHAWK Going Somewhere?

stip to level 2: Circle: Triangle, Tric te, Circle: Square, Circle stip to level 3: X, Triangle, X, Squa

Crystal Dynamics for 3DO

A New Way To Cheat! Play As Real Team

At the team select screen find the team you want to Now choose the fearn just to the right of the one you actually want to play for closer stats.

### DAYTONA USA

Sega for Saturn

Demo Model No Tires

Go to the pi After the tires have taken off and before the new ones are put on press A + B + C + Start

to reset the game. Now wait for the demo and

Helicopter View Choose Saturn Mode.

nen hold start as you pick our car ta race in

your car to race in Time/Lap ode.

After finishing the roce choose yes to the replay.

Pless R at any firms during the replay to see the elecopter view.

MECHWARRIOR 3050 **Activision for Super NES** 

Mech-Passwords

Level Passwords Enter 65C816 for Mission 2, BIGBND for Mission 3,

PSPRNG for Mission 4 and YHWXTI for Mission S.

Hudson Soft for Super NES

Infinite Baby!

Infinite Continues First choose the "Config" action at the title screen Go to the music option and play, in this order, samples Now when you end a game you will notice that you

STREET FIGHTER: THE MO Acclaim for PlayStation

Movie Madness!

Play As Akuma At Player Select screen press Up. Rt, Down, L2, Right, LI Left, R2 The code must be antered quiddy so if it doesn't work just go to Guile and try it again. Then choose Guile to nicy as Alcumo.

NOVASTORIA Sony Interactive for PlayStation:

Level Storm!

Level Select First you must play through a game well enough to make it to the high score board. Enter the name Twirty!

Now, when you check your options you will see a gold icon that will lead you to a level select.

have Infinite continues. Not bad huh? 106 GAME PLAYERS February 1996

#### BATTLE ARENA TOSHINDEN

## Sony CE for PlayStation \*\*

Fighting Dirty

Secret Normal Moves On Command First enter the Sho and Gaia codes then wait for the demo and press Stort. As soon as the title screen comes up press Down + Left + X

After you hear a voice shout "Fantastic" go to the ... Option Menu

Change the shoulder button controls to your special moves. Start a game. At any point during a fight press R1 + R2 + L1 + L2 +

Select to use Your character's Secret Normal Move.

Feeling Desperate? Use Desperation Move On Command First set controls to "Easy" or "Very Easy".

Activate the special moves. When life bar gets into the red zone press R1, R2 and Down simultaneously

You Call The Shots! Clean Up The Screen

And Control Camera Go to Options menu and set controls for L & R buttons to "Not Use". Change the "Camera Action" to "Yourself". Set "Control Type" to a number greater than 32.

Start the game and press Start to Pause. Press and hold the Circle, Triangle, Square, and X buttons then press the Select button twice. Use the L and R buttons to move the cornera and use the Select button to zoom.

NRA JAM T.F.

Acclaim for PlayStation More Codes Than

A Secret Agent! t, Right, Circle,

dunk from armythere, press Left, Nohr, X, Circle or quick hands, press Left, Left, Left, Circle,

ox Power, press Right, Righ Left, Right, X, or Big Head mode, press Squ X, Circle, Tr or the Baby mode, press Square, Circle the Huge mode, press Square, Circle the Huge mode, press Triangle, X (

#### JUMPING FLASH!

#### Sony for PlayStation

Restart the game. Try jumping to get the feel for it. You will

iumo, Enjoy!

Jumping Clouds! Super Jumping When you finish the gome return **Move The Clouds** to the title screen and flip through

At the title screen hold down L1, L2, R1, R2 and When the clouds speed up you've completed

the code.

TWISTED METAL

Sony Interactive for PlayStation

Green Liaht Level Passwords

Ta skip to the 'Freeway' stage enter X, Square, are, Circle, Tria

Square, Circle, Inangle. Ta skip to the 'River Park Rumble' enter X, Triangle, Square, Circle, Square. Ta skip to the 'Assault an Cyburbia' enter X, Square, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Which just happens to be the final level, enter Square, Triangle, X, Circle, X.

**DESTRUCTION DERBY** 

### Sony Interactive for PlayStation

Extra , Extra!

Extra Track Start by getting into the Championship Mode. When it comes time to enter your name. enter "REFLECTI" Start a race, then exit the race. Go to Single Race option on you will now notice an

You can only race in Single Race mode but it's still good fun.

#### ETERNAL CHAMPIONS CO Sega for Sega CD %

Secret Killers Secret Characters

additional track

Begin on the Final Statistics screen Once you see the words "Press Start to Continue" you can start entering the following codes. You will need a six-button controller plugged into port number two. For Chicken press R, Up, C, Up, R, Y, Y, Right, R, A, Left. For Snoke press B, Y, Up, Up, C, X, Left, Up, X, Y. For Hooter press X, C, Right, X, B, Right, Z, A, R, Up.

For Monkey press Y, X, Down, B, R, Up, X, Up, Up, Left, For Chin Wa press B, Z, Up, R, Right, C, B, Up, Y, Up. For Yappy press Y, Y, Up, Down, Z, R, Down, Z, Up, Up, X

For Senator press Right, C, C, Left, R, B, Down, X, A. X.R. For Blast press Z, Left, Y, Up, X, B, R, Baht, Up. Once you have all your favorite characters entered in

you'll have to exit from the Final Statistics screen and the Character Select Screen Then go back to the Character Select Screen and you will see all the secret characters just waiting there to be thrown into battle.

the stage select until you see the word "Extra".

now, if properly timed, be able to quadruple

Time Warner Interactive for Super NES Rage!

#### Cheat Menu

At the Start/Options screen press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right. When the word "Cheat" appears below the word "Options" then you know you've done the code right. Choose the "Cheat" option and you will have a whole new list of options that only the developers are supposed to know about.

Seag for Saturn

Demo Model No Tires

Go to the pr After the tires have token off and before the new ones ore put on press A + B + C + Start to reset the game

## Now wait for the demo and enjoy the craz

Helicopter View Choose Saturn Mode Choose a track Then hold Start as you pick your car to race

in Time/Lap mode. After finishing the race choose yes to the replay. Press R at any time during the replay to see the belicopter view.



## Sony CE for PloyStation

Smoke!

Play as Smoke At the Legal Screen, on controller two, press Triangle, Circle, Square, X. Ll. L2.

There will be a sound indicating you've done the code right. At the Kombat screen, press Up and you will see a

question mark Choose the question mark and you will be able to occess Smoke.

### Kustom Kombat!

Kombat Codes The following codes work with the icon boxes at the

match-up screen. Ta Disable Combos, enter 722722. For Super Run Jumps, enter 321789. To disable the special moves, enter 555556. To have player one inflict 1/2 damage enter 390000 and for player two, enter 000390. For both characters to inflict 1/2 damage, enter 390390. To have the power-bar slowly regenerate over time, enter 975310. For super endurance, enter 024689. For no special moves, and regenerating power bars, enter 040404

### PANZER ORAGOON

Sega for Saturn . \* \*\*\* Space Harrier?

Harrier Mode This code starts all the way back at the Systems

e the Language option from the Choose Deutsche.

Stort the game. At the fifte screen press Up, X, Right, X, Down, X, Left, X, Up, Y, Z. It looks a little weird at first, but you'll get used



### PREHISTORIK MAN

Titus for Super NES A WAR

Skipping! Stage Skip Code

Go to Options menu. Highlight Exit, press and hold Lithen press Stort. lightight Game Start, hold R and press Stort. At any point during the game you can now press Select to skip to the next stone.

Sego for Genesis The Comic Codes Invincibility Code/

0-2-7-71 You will hear a v

Level Select Code

Nomco for PloyStation 4 5

Little Hidden Games Hidden Game

First you must enter the debug mode by pressing and holding the R1 and the Circle during the pep tolk. Once you get the special loading screen you know you've accessed the debug mode.

Release R1 and Circle and press Up, Left, Down, Right Now start a normal game. Before the game actually starts you will get to play a round of this simple action game. You might also wont to try pressing Up, Down, Left, Right, Up, Down, Left, Right, R1 at the special debug loading screen.

**MECHWARRIOR 30** 

Activision for Super Nintendo Mech Goodness!

Go to the password screen. Enter the code M1R0G3 STARBLADE

Now check out your new fire power

Infinite Ammo -

Nomco for 3DO

Shooting In The Fast Lane Rapid fire At the title screen press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.

Nintendo for Super NES

Code Island **Bonus Levels** 

Once you've degred every area in a level and managed to find all the secret stuff you will see two bonus level icons. Highlight the first bax and press and hold Select then press X, X, Y, B, A. Not only can you now skip through bonus stages, but there are also some interesting two-player options.

MORTAL KOMBAT 3

Williams for Genesis 4 1 More Mortal Stuff

Go to the Start/Options screen. Then press and hold A +B+C and Stort Then go to the Player Select screen and you will notice that you can choose eight characters to fight in a notime-limit endurance match.

Player two can also do the same for the ultimate

endurance match.

Crystal Dynamics for 3DO Electric Gex

At any point in the game, press Pause.
While game is paused press and hold R, then
press Left C, Down, Right, Right, Left.
When the game unpauses itself, you'll know
you've dane it right. Turbo Gex

ess the pause button. old R and press Left, C, Down, Right, Up, Up, Up, Right, Right. Aaah, beautiful turbo Invincible Gex

Press pause at any point in the Hold R, and press Left, C, Down, Up, Up, C, Left, Right, A, Right, If you can't get anywhere now, then I



# Subscribe Today...

...and we'll
cut over half off
the cover price.

Dvery cutting-edge issue of PC Hamma includes a CL-20di leaturing demos of the best games on the market. PC Hammar gives you rated reviews, scoops, columns, and strategies to sharpen your gaming experience!

**PC** GAMER

Ustnade of the U.S. call 415-896-186
Canada: SUS 53.95 (includes GST)
Famign: SUS 63.95.
Prepoid in US Funds.

Activation Code 5FX21























**CALL FOR PLAYER GUIDE!!** 

## TO ORDER CALL 818-839-8755 DISTRIBUTED TOMMO OR DEALER AN

WHOLESALE INQUIRES: TEL:818-839-8755 OF

FAX:818-839-8751

П	ORDER FORM	
	Name	Shipping Charges UPS Ground — \$6.00
4	Item Description   Oty Price Totals   TOMMO CATALOS	UPS Express Ar \$12.00
ŀ	11. 12. 12. 12. 12. 12. 12. 12. 12. 12.	
,	Subtotal CA Residents Sales Tax 8.25%	U Visa
	Postage & Handling Total Enclosed C.O.D. & MONET ORDER, ACCEPT.	Mastercard
	Important! Send all orders to: squares Terrino Inc. 18521 F. Gelle Ave. City of Industry CA, 91749	Exp Date



JAN/96

Cover Story: We get our first look at the Ultra 64!



OCT /95

JULY/95

At Sega's US Plans Brutal 32X Fight Far Life NBA Jam: TE Code

der of Cent



AUG/95



X-Men 2: C. Wars

Hill

Super Punch-Out, part one

m Jim part two ntures of Batmon The Lian King, part twa

Hey gang, don't miss out an any of the hat codes, sizzing strategies, and incredible insanity that's available in back issues of GAME PLAYERS. Send St. 95 per issue; (check ar maney order, U.S. funds any, to GAME PLAYERS BACK ISSUES, 1350.018 Resphere initiatives; suite 92. to 64ME PILAYERS BACK ISSUES, 1350 Old Barystore Highway, Suite 210 auringame, CA 94010. Dan't be lanown as the only loser on your block. Send your order in NOW! Remember to specify which back issues you want. Don't delay — da it today!

DON'T MISS THE HOTTEST GAME THIS YEAR!











Tommo Inc. 18521 E Gale Ave. City of Industry CA. 91748 a



L 818-839-8755

GAME BOY ® GAME GEAR

## 

INQUIRES: EL:818-839-8755 OR FAX:818-839-8751



# You're Right... We're Left... He's Gone!

It is with a great sense of ... uh, sadness? No. how about tragic ennui... no, that's not it ... deep personal loss! That's it! Deep personal... No, wait, that's a bit overdone. Oh well, what the hell... All of us here at GAME PLAYERS are kinda bummed over the fact that Jeff Lundrigan, longtime Associste Editor, Supreme Game Slayer, Major Coffee Flend and All Around Smart Aleck, will be leaving our happy little asylum to work for Next Generation magazine. (For those of you who aren't familiar with Next Generation, they're another fine Imagine Publication, Kind of like Game Plauers, without all of the wacky humor and oddball insanity.)

Anyway, Jeff was offered a position with Mext Generation, and since he'd been working so long here at En/P, he decided it might be time for a little change. Watch for Jeff on occasion here in Eiserne Players, since no one escapes

nently. Of course, we'll have to find a new guy to replace Jeff, and then we get to put their new guy into the box (which is always one of my favorite things — Bill) Stay tuned for further developments. See ya, Jeff! Good luck on the new job! Of yeah... we saw Bill

from this asylum perma-

fooling around with your coffee mug. He had a pipe, or something, with him. Uh, be real careful, OK?

Ah, February! The recent where absolutely active.



ing happens, except for this! Here's the February Scrambled Mess. Can you find this screen screwhere in the magazine? With the screen of the game on the back of a postcard and mail your only to: February's Scrambled Mess,

February's Scrambed Mess, EAME PLAYERS; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

The first ontry we pick out of the box on the day we hay out this page, when the highest Price. Bensember to behabe the system you own. All the usual rules apply. The witners of our Outher's Scrambiod Mess Content was Jen Earles, of Buelle, OH. He correctly identified the sucception inches as a secree shell from Michae as a secree sh

Earlick, of Euclid, OH. He correctly identified the sourrelated picture as a screen shell from Withtan Fighter Rentic. Your Mystery Prize is on the way, Jon, bet the referre just stopped the flight, so we gotta sit down for a minutel Patiesce!

## FEBRUARY 1996

Mike Wilmoth Processor Enter Bill Donohue Assecutt Enter

Mike Salmon \* Patrick Baggatta

Anna Cobb \* Debbie Wells

Community

Roger Burchill \* Chris Chorlo

Trent Word

#### Wis Surge Eric Morcoullier

knose Patrones, to Emove, Ar. Process Assertare, & Measure 50 Old Baryshore High Surfe 210;

Fig. A.J. Adventions Engages, Co.J. General Aurora, Adventising

#### жуктизми Сооповилоп

Processor Comments
Roger K. Burchill
Discord or Suscensio

Golf Egbert II Au Susciention Becures, Cru.

ustomer Services, d. 415. 696. 1661 Publisher

Sources Descript Schard Lesovoy Moretres Mesons Mory Keeney

Moryanne Neposi Casautrav Aveust Doug Haynia Neusstan Manaca Bruce Eldridge

odvertising materials to Roger K. Burchill, Production Coordinator

Cringing Chris Slate, Edi Rierrar Pleagers 1350 Old Bayshore High Suite 210; Burlingome; CA, 9401

urlingome; CA, 9401 Innone Prousers, Inc – corrower

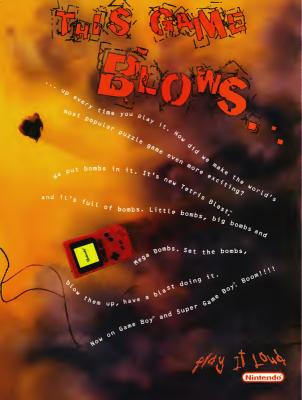
Pressons
Chris Anderson
(Prittenantes & cro

year by Integra Fundaming Inc. 1250 of Seption for large year Society Conference CA 2020 of Seption for Secured deal processing and the Secured CA 2020 of Secured deal for Secured Conference CA 2020 of Secured deal for Secured CA 2020 of Secured CA 2020 of Secured for Secured CA 2020 of Secured CA

**₩BPA** 

February 1996 GAME PLAYERS 113





# CONFORMITY BYTES!



























# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

